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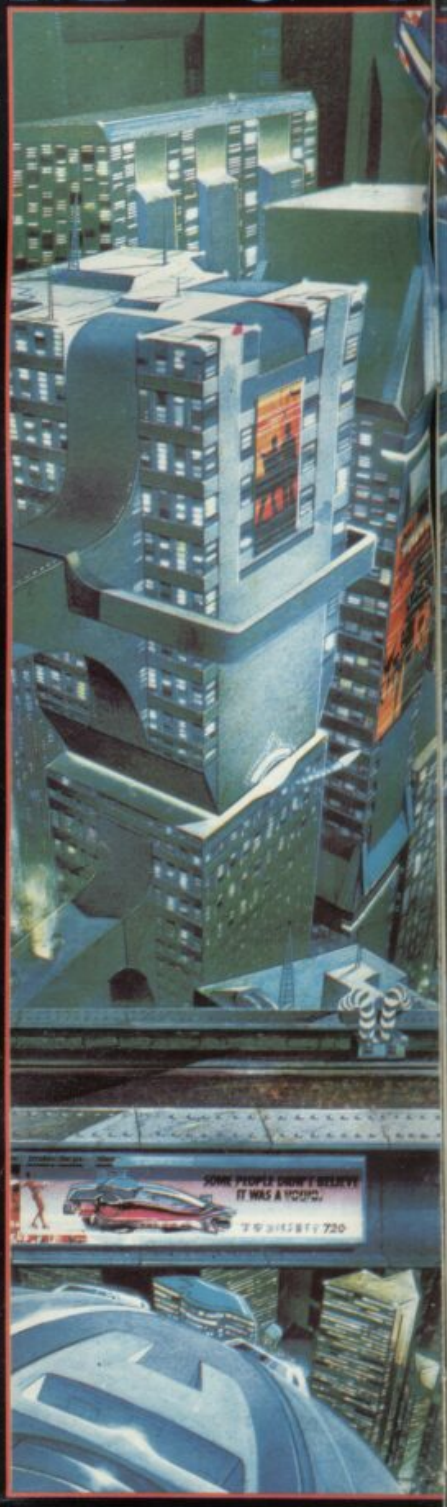
SMASH TAPE No 31

Oh no! Don't say your Smash Tape's gone missing AGAIN?!? Your best bet is to ask your friendly newsagent if he (or she) is keeping it safe for you. (Otherwise it looks as if you're a bit scuppered, we're sorry, to say.)

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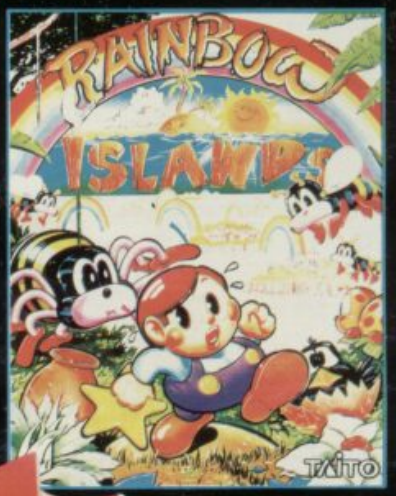
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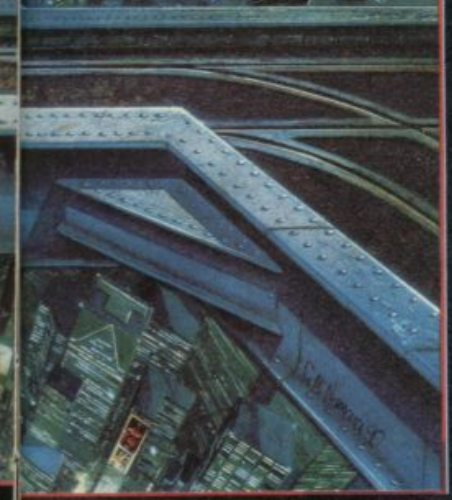
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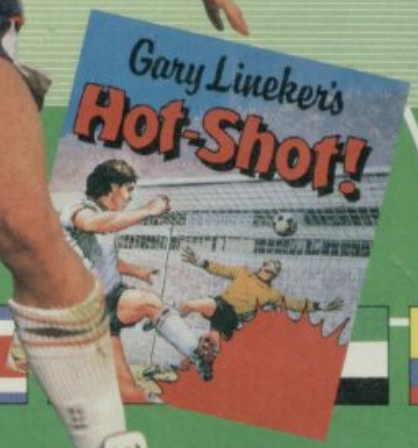
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We've almost come full circle this month with *Ballbreaker II*, a brilliant bat-and-ball type game very reminiscent of one of our first-ever Smash Tapes – *Batty*! Only this time it's been turned on its side! Uh? Read all about it – and our fabulous playable demo of Megagame *Pipe Mania* – on these very pages!

53 *YS* SOCCER SPECTACULAR
Five pages packed to the staples with all you ever wanted to know about Soccer On The Speccy (but were afraid to ask)! Mini reviews of classic groundbreaking games, hints on how to write your own and even a list of (almost) every footie game ever made – it's all here! Plus, a World Cup Cash-In scorecard, so you can follow all the new footie games as they're released. You'll be over the moon, Brian!

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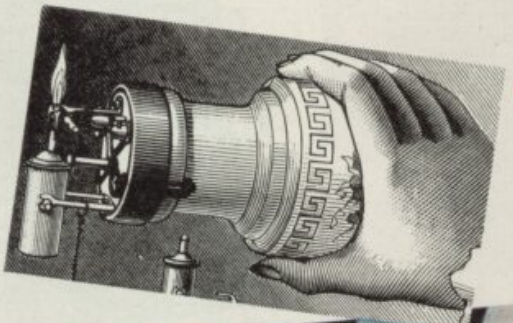
90 NEXT MONTH













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A Future Publication

Fire was discovered by man exactly 964,000 years ago this month. So strap yourself to a cupboard (invented 3000 BC) and join us as PSSST uncovers some of the greatest 'man-made miracles' since the year dot (whenever that was!)...

PSSST



ANARCHY ANDY AND THE CRAYONS FROM FUTURE!

Yikes! We've just remembered, we haven't introduced you to Andy Ounsted yet! Eagle-eyed readers will've noticed his name crop up in the masthead last month under the description 'Design Assistant', and that's exactly what he is. Andy's hobbies include riding his rather crap motorbike, collecting T-shirts from rather crap punk bands and, um, that's it really. (Looks like he's having trouble working out just what those 'pointy wooden doofers with coloured ends' are - his words, not ours. Perhaps we'd better send him back.)

FIRE

The biggie. Without this funny hot stuff, not much else would have been invented. It was discovered by a sort of hairy ape person 964,000 years ago. There aren't any records of the name of this ancient bloke, so let's call him Alan for convenience. Alan didn't just wake up one morning and think "Hey, today I'm going to try and find something that makes other things hot" – it was all really a matter of luck. Alan had discovered a hut, you see. Well, sort of. It was in fact a tree, and Alan was sitting underneath it, shading from the fierce sun and trying to kill an ant he'd found on a piece of stone – by hitting it with another piece of stone. Luckily for Alan, both pieces of stone just so happened to be made from flint. The dried grass beneath him suddenly burst into flame, and within minutes his 'hut' had burnt to the ground. Scratching his head, Alan tried to comprehend what had happened, and eventually came to a conclusion – which was that the ant had made the fire. So he decided to show his chums. He went ant gathering and stone gathering and put on a little fire-making display – which was only partly successful (because not all the bits of stone he'd gathered were made of flint). Alan, however, put his partial failure down to the fact that not all ants contained the 'burny stuff', and so experimented with many different species. It wasn't until 2,000 years later that another ape-type person clicked that the rocks alone were the key, and that the ant part of the equation could be cancelled out. Unfortunately, by then, four hundred species of ant had been rendered extinct.



FIVE THINGS THAT WOULDN'T HAVE BEEN INVENTED WITHOUT THE DISCOVERY OF FIRE

1) The Fire Engine
2) The Hot Air Balloon
3) Boiled Eggs
4) Radion Automatic Washing Powder
5) Findus Crispy Pancakes

THE LIE DETECTOR

Everyone thinks that the lie detector is quite a modern piece of kit – but that's not the case. Many early tribal cultures had their own methods of discovering if someone was telling heaps of massive fibs. For instance, the Bedouin of Arabia required conflicting witnesses to lick a red hot iron – the idea being that the liar would emerge with a burnt tongue. This worked because the person who was telling the pork-pie underwent the physical reaction of fear – which led to



THE WHEEL

An artistic stone age person (the same ape bloke who drew all the buffaloes inside the caves) had been staring at the sun for a while and decided to make a sort of small statue of it. He did a couple of preliminary sketches on a bit of rock, sharpened his flint tools and went to find a tree. After a bit of hacking and rubbing down (with the back of an unconcious armadillo) he had a three inch thick wooden disk, two feet in diameter. More importantly he had the sun in his hands. Maybe the sun in the sky wouldn't hide behind the mountains that night. Maybe he'd be promoted to chief or something. He was very excited. On the way to show his creation to his pals the clot tripped over and his beloved statue went rolling down a hill and over the edge of a cliff. The wheel was born.

FIVE THINGS THAT WOULDN'T HAVE BEEN INVENTED WITHOUT THE DISCOVERY OF THE WHEEL

1) The Austin Allegro/Maestro/Metro
2) Smarties
3) The Magic Roundabout
4) Nigel Mansell's Bank Balance
5) Potatoes

THE SHOE

People have always had feet – and the trouble with feet is that they a) get cold in winter and b) get hurt when they step on sharp objects. Surprisingly enough, nobody seemed to have thought of a way to get around these unpleasant facts until about 1500 BC. It was the Egyptians of course. Those oh-so-clever Egyptians. They invented sandals of plaited fibre. But were these weedy sandals any good for strutting your funky stuff across a dancefloor covered in pools of grubby lager and glass shards? No. So the Egyptians weren't actually as clever as they thought. It took the Dutch to come up with the real answer – the clog. a shoe made entirely of wood. Clickety clickety clack. (Well done, Holland.)

FALSE LIMBS

Anyone today who gets a leg hacked off in a motorcycle accident or an arm caught in a threshing machine need not fear – they can have a brand spanking new limb, made out of the finest plastic, stuck onto the stump. This is all thanks to Ambroise Paré, a Parisian surgeon who lived in the 16th century. He invented the things. They weren't quite the same in his day though. For instance, his first false leg was made out of iron, the knee didn't bend – and the whole thing weighed about three tons. Things have come on quite a bit since then – as WWII air ace Douglas Bader would tell you (if he wasn't dead, that is). Douglas was able to fly hundreds of missions in his Spitfire – even though he didn't have any legs at all. He'd had a pair of lightweight 'falsies' specially made, you see. Eventually he got shot down over France, and was captured by the Germans. They 'confiscated' his false legs so he wouldn't escape. But he did escape – he shuffled his way to Switzerland.

THE CLOCK

Primitive man didn't really need a clock, as his day was simply divided into two – either the sun was up and it was light, or it was down and it was dark. However, as humankind became more civilised, and people had to meet to 'have lunch' and stuff, it was deemed necessary to split the day up into more segments. So, one day in ancient Greece, a lot of numbers were written down on pieces of paper and shuffled around in a hat. Then one was picked out. It was the number 24 – the day was to be split into 24 different units. "We need to make it more complicated," said one of the scholars present (except he said it in Greek). "How about splitting each of those 24ths into 60ths, and then each of those 60ths into further 60ths?" "Brilliant!" cried his chums. Then one of them made a clock.

Why On Earth? Dept No 1

An Italian software house called Digimail SRL has managed to come up with rather an interesting piece of software – a 'ZX Spectrum Emulator' for the Commodore Amiga!! Apparently it works on both Amiga 500s and 2000s and comes with a hardware interface allowing you to load 48K Spectrum programs directly from a tape recorder, then save them onto Amiga disks. Digimail SRL claims it works with virtually all 48K software, and in the Black And White option runs it (almost) as fast as the Speccy. (In proper Speccy colour mode everything happens significantly slower, as with most emulators.) Game freezing, Kemptson interface emulation and printing capabilities all work with it too!

You realise what this means of course – the SAM Coupé is no longer the only new machine you can run all your old Speccy games on! We've asked them to send us one so we can test it on the *Amiga Format* Amigas lurking just down the corridor, so more news as and when!!



BARBED WIRE

Almost everybody's had an encounter with this nasty stuff at some time in their lives. You know the average scenario – trying to clamber sideways through a barbed wire fence, with one strand below you and one above. And you know what happens next, don't you. That's right – your jumper gets snarled up on the bottom strand, so you desperately try to untangle the thread. While you're doing that several other pieces of your clothing get snared as well and you lose your balance and fall over – which results in ripped clothing and about 80 little scratches which eventually go septic. And do you want to know who's to blame for inventing barbed wire? *(Not really. Ed)* None other than Lucien Smith, who lodged an American patent in 1867. What a bounder!



constricted throat muscles and extreme dryness of the throat and tongue. So the liar didn't have any saliva to cope with the heat of the poker, and so the tongue got singed. Mind you, it's dubious wether that method would have worked on Roy Hattersley – even while experiencing fear he still produces enough saliva to float the Queen Mary, eight tugs and a lilo.

NUCLEAR REACTORS

What an interesting invention the nuclear reactor is. By sticking one weird substance into another weird substance you get heat, which drives turbines, which in turn produce electricity. Better than that though is the bi-product. Radiation. Loads and loads and loads of the stuff. You can do all kinds of interesting things with radiation, such as a) put it in giant containers and bury it under the ground; b) put it in giant containers and drop it into the sea; c) put it in giant containers and leave it lying around in fields; or d) not bother putting it in giant containers at all, and let it 'waft' so that people living nearby can have as much as they want for free (enabling them to produce three-headed offspring).

CLINGFILM

What goes together like bacon and eggs? The answer is fridges and clingfilm. Although you probably take it for granted, clingfilm hasn't actually been around for that long – it was only invented 15 years ago. The trouble with clingfilm is that as well as clinging to dishes and plates it also tends to be rather good at clinging to itself. This means that it takes eight attempts to cover a plate of corned beef – resulting in one beautifully stretched piece of almost invisible plastic and seven discarded semi-transparent balls. (Clingfilm can also be stretched over the bowl of a lavatory, as a thigh-slapping party jape.)



THE REFRIGERATOR

Early man had problems if he didn't quite finish his hog liver (or whatever) and wanted to save the remains until the next day. The only thing he could do was embark on a mammoth trek to the arctic circle where the unfinished meal could be buried in a little bag underneath the freezing snow. The trouble was that this journey took the best part of 20 years, so early man decided that it was simpler not to have any left-overs in the first place. It wasn't until 1837 that a Scottish bloke living in Australia realised that evaporating ether cooled down whatever substance it was applied to. So he built a box thing with pipes all over it. In the pipes was ether, and the first fridge was created. He filled it with tomatoes, carrots, cucumbers and lettuce. Within three weeks they'd gone all damp and furry – setting the style for fridge vegetable drawers as we know them today.

TZers

• Audiogenic has bought its very first coin-op licence, and boy is it weird! *The Exterminator* takes us around a *Brookside*-style estate, with each house constituting one level – you, of course, play the 'Exterminator' (ie bug killer chappie), on a mission to crush, spray, squash and blast every wasp, spider and creepy-crawly in the place. Against almost photo-realistic backdrops (but not on the Speccy of course, ho ho) the waves of insects scroll towards you on a sort of rolling road/floor arrangement, while your two disembodied hands (or single hand if you're playing in one-player mode) wave around in space at the sides of the screen, just waiting for the insects to approach. The whole effect is really weird – like some sort of mad cross between *Klax*, *Op Wolf* and *Them* (the movie). Blimey! Keep an eye out for it later in the year.

• Footie games are hitting the shelves thick and fast – with two new Kenny Dalglish licences scheduled for this year, along with a management game *Superleague Manager*, all from new(ish) label Impressions. For a complete update on the Speccy footie scene, check out the giant mega-feature this issue.

• Gremlin Graphics is starting work on converting Psygnosis' gorgeous 16-bit mega-hit *Shadow Of The Beast* to the Speccy! Sounds a bit ambitious, doesn't it (after all, the Amiga original is better known for its spectacular graphics than for its enthralling gameplay), but no, insists Gremlin boss Ian Stewart, it shouldn't be any great problem at all. You see, underneath those award-winning visuals there actually lurked a pretty nifty little scrolling arcade adventure. In fact, Gremlin is so impressed that it's planning, if all goes well, to start up some sort of permanent 8-bit conversion arrangement with Psygnosis.

• And talking of Gremlin, guess who its newest employee should turn out to be? Yes, it's none other than Sean Kelly, ex-*Zero* Dep Ed and all-round *YS* good egg! So what are you doing up at Gremlin then, Sean? "Well, I'll basically be assisting the Software Manager, which means I'll be helping with the development of new games, making sure they all play well and so on." So if Gremlin brings out some crap games in the future we'll know who to blame, eh? "Um, yes, I suppose so. But we won't be bringing out any crap games!" We shall see...

• Navy SEALS. Any idea what they are? Nope, neither did we, until Ocean told us. "They're sort of like the American SAS but they go in boats and things. *(More like the SBS then. Ed)* Did you see *The Abyss*? There were some in that, and there was one in *Baywatch* recently too. Anyway, there's a new action film coming out later in the year called, spookily enough, *Navy SEALs* starring Charlie Sheen and Michael Biehn (the bloke out of *The Terminator*, *Aliens* and, again, *The Abyss*), and we're doing the conversion. It'll be out at Christmas." Keep an eye out for *Robocop II* and *Top Gun II* as well - Ocean's got the licence to both of these. Hurrah!

• *Ford Q8 Rally* is the licence eventually attached to the Thalamus 3D rally game mentioned last month. Released in the summer, plans include packaging it with a little Dinky-style model of the four-wheel drive Ford Sierra featured in the game.

• News just in that the basic SAM Coupé takes a price rise from £169 to £179 shortly, just as a replacement schedule for the slightly dodgy ROM chips featured in the first machines is announced. All new machines will go out with the new improved ROM, while earlier ones will get their's replaced in due course. More Coupé stuff in Robin Alway's *SAM Surgeon* column later in this issue.

• Next Christmas will see Krisalis' interpretation of the famous cult TV series *Hill Street Blues* hitting the Speccy. Quite how the game will work is unclear as yet – but we can't quite see the complicated plotlines of the original coming over too well.

Hong Kong Fuey, Number One Super Guy
Hong Kong Fuey,
Quicker Than The Human Eye
He's Got Style Like A Groovy Guy
And A Car That Just Won't Stop
When The Going Gets Rough He's Super Tough
With A Hong Kong Fuey Chop!
(Ahem.)



[illegible] games [illegible] Where would we be without them? Well we wouldn't have one [illegible] or slightly [illegible] croppings on our Speccies, that's for sure. We'd [illegible] Thomas The [illegible] Engine, [illegible] Pat, Count Duck[illegible] Soo[illegible] and Sweep, the list [illegible] they're [illegible] all from the Alternative stable.

But [illegible] doesn't have it all its own way for much longer! Here comes Sir [illegible] Hit Squad Software label with a [illegible] budget products based [illegible] Hanna Barberra cartoon [illegible] is there a new Yogi Bear [illegible] game on the shelves [illegible] once-famous [illegible] stars will soon be [illegible] Speccy for the first time too! [illegible] Great Escape ([illegible] film, apparently [illegible] famous, [illegible] Atom Ant, and our own favourite [illegible] Kung Phooey (Number One Super Guy) all at £2.99. Check out *Barry's Basement* for the reviews soon. Hurrah!



CHARTS

FULL PRICE

This Month	Last Month	Game
1	1	*Rainbow Islands* US Gold
2	NE	*Ninja Spirit* Activision
3	NE	*E-Motion* US Gold
4	NE	*Black Tiger* US Gold
5	NE	*Dan Dare III* Virgin
6	2	*Chase HQ* Ocean
7	4	*Batman The Movie* Ocean
8	RE	*World Champion Boxing Manager* Goliath
9	3	*Gazza's Super Soccer* Empire
10	10	*X-Out* Rainbow Arts

BUDGIES

This Month	Last Month	Game
1	3	*Fantasy World Dizzy* CodeMasters
2	NE	*Spherical* Rainbow Arts
3	NE	*Assault Course* Players
4	NE	*Micro Mouse* Mastertronic
5	NE	*Matchday* Hit Squad
6	NE	*Quartet* Hit Squad
7	5	*Paperboy* Encore
8	NE	*Wonderboy* Hit Squad
9	NE	*Blasteroids* Klxx
10	NE	*Platoon* Hit Squad

Compiled by Virgin Megastore, Oxford Street, London W1.

Elite Back In The Speccy Game!

Actually that's nothing new of course we've told you of the veteran software house's plans for more full-priced licenced product before (and that means Speccy versions along with everything else). What we haven't mentioned are the specific games. And here's the first one – *World Championship Soccer*, a Sega coin-op licence scheduled for the middle of November this year (okay, okay, we know that's ages, but it's better than never, isn't it, Spec chums?). We don't know very much about the product as yet, except it's an overhead viewpoint jobbie, like *Kick Off* et al. More news on this and other new stuff from Elite as and when – just don't hold your breath!

Blimey! It's MicroProse's First Coin-Op!

We're all familiar with the magical words 'coin-op conversion' aren't we, Spec-chums? Well here's a bizarre(ish) twist on the normal turn of events – instead of a product from the likes of Konami, Irem and Sega turning up in much truncated form on the Speccy, software house MicroProse is taking things the other way round with the launch of its very first coin-op!



MicroProse Games (a new division of the company we all know and love as MicroProse Software) is all set to go with *F-15 Strike Eagle*, a 3D vector graphics (like *Hard Drivin'* etc) shoot-'em-up cum flight sim. No news yet as to whether MicroProse will convert the thing to the Speccy though.

Dusty Fleming's Great Haircuts Of Our Time

No 3 The Farrah Fawcett

Without a doubt Farrah's bouncing, blow-dried tresses were THE hit of the 1976 TV season. As Jill, the only blonde in the trio of girlie private detectives that made up Charlie's Angels, Farrah was a 'wow' – suddenly girls all over the country were trying anything and everything to give their hair more body, and the sales of Sun-In went up 200%. It was a look that lasted too – while other such seminal cuts as 'the Purdey' have been since consigned to the historical scrap-heap, Farrah's relaxed yet glamourous look is still popular the world over – just look at *Baywatch*!



SAM Soccer

With the SAM Coupé specific version of US Gold's *Strider* looking less and less likely, it's possible that D&H Games of all people (you know, the strategy specialists) will come up with the first independent program to make full use of the Coupé's 256K memory and colour capacities. The game? *Football Director II*, available on disk and cassette any time now, priced £19.99. Of course, we'll have a full review when we get our hands on it.

World Cup Cash-In No. 428

Software houses aren't the only people hoping to cash in on the World Cup fever soon to be sweeping the terraces. Take Dynamics Marketing, for instance – the joystick people. They've got a new World Cup version of their well known Competition Pro stick due any time now, called the Comp Pro Goal and finished in ten different colour schemes to match the kit of some of the most important teams competing in this summer's event! The strips of England, Brazil, Spain, Italy, Belgium, West Germany, Holland, Scotland, Sweden and the USA (?) will all be knocked out in the initial batches, with others possible if enough people worldwide demand them! Hurrah!





DELIVERANCE

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Underground in Hell, is where Stormlord commences his mission to free the fairies held captive by followers of the wicked Black Queen. Travel through caves, mines, crypts and forests until eventually reaching Heaven, where Stormlord will face Saint Peter himself.

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YS SMASH

Q. What's long, floppy and makes a horrible mess all over the floor?
A. Smash Tape No 31 if you hold one end of the tape and throw the rest of the cassette across the room!
But don't do that! It's full of fab games! First of all there's the brilliant old full-pricer *Ballbreaker II* from CRL, absolutely jam-packed with balls, blocks, triangle-shaped doofers and all the rest of it. Then there's an entirely playable demo of Empire's *Pipe Mania* – four levels (plus a special bonus level making five!) of plumbing fun. That's totally brill as well. All in all, the whole tape's a birrova good 'un!

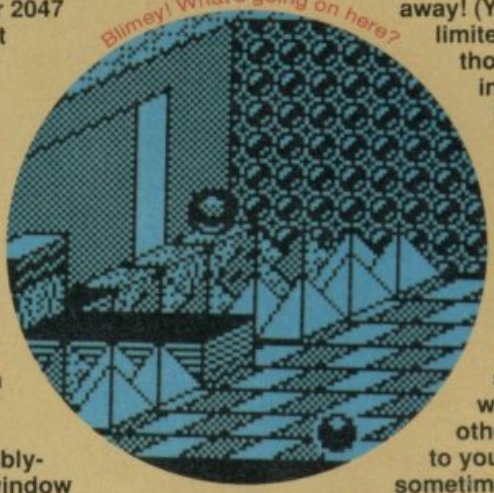
BALL

CRL

You'll love this one. No, really. In fact, you can tell that it's going to be brill because it's the sequel to something, so that's one thing it's better than already! (If you catch our drift.)

Actually the game's a bit like *Breakout*, or even *Batty* (an early *YS* Smash Tape), but with one novel twist – the whole thing's flipped over onto its side! Yep, it's in 3D. Even without the use of funny-coloured glasses you'll probably find the effect so realistic that you'll have to keep diving behind the settee to avoid being hit on the nose by the ball.

Set in the year 2047 (or something) it features all the usual *Arkanoid*-type bits and pieces – there are balls, a bat to hit them with and lots of blocks to knock away, but (but! but!!) that's not all! There are also a number of startling, step-back-and-probably-fall-out-of-the-window innovations to consider.



Firstly there's the (initially) incredibly difficult-to-come-to-terms-with 3D, but don't forget that you come equipped with a gun from the word go too! That's right – as well as knocking out blocks you can BLAST them away! (You've only got a limited number of shots though and too much indiscriminate blasting tends to make it easy to forget where the ball's going – so take it easy.)

Each screen is made up of odd combinations of different blocks. Some of them just score you points when taken out, but others do funny things to your bat, and sometimes explode! There are even some aliens to kill who

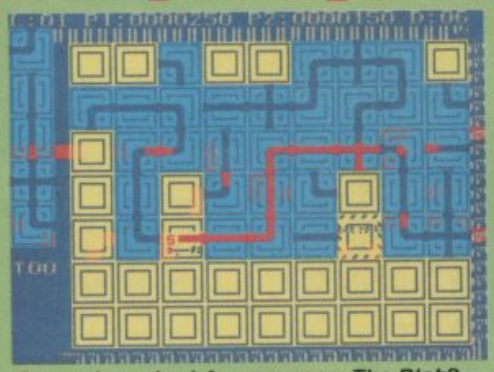
PIPE MANIA

Empire

Pipe Mania looks set to be one of the fabbiest games of the year, if not the rest of the millenium! It really is that good! And if you don't believe us check out this playable demo (and then the rave review later on in the ish!).

Bits of piping is what it's all about, and lots of 'em. Load it up and you'll see what we mean. There's a pipe-dispenser on the left-hand side of the screen, in which appear different-shaped sections of pipe – it's your job to place these on-screen as they appear, hopefully building up a complete network, through which water (or rather a horrible slimy gunge stuff) can flow. Just find the starting point (which is already on the screen, marked with an S) and build from it as far and fast as you can go. But build it up fast, 'cos after a few seconds' grace the gunge starts flowing. Yikes! If it reaches the end of the pipe it'll squirt out and go everywhere, so keep adding bits on sharpish!

The trick is to get the gunge to flow through a certain specified number of bits of pipe each level, after which you're off the hook and can go to the next screen. Remember, if you get a piece of piping you can't initially use, stick it somewhere else on-screen



Glug, glug, glug! Anyone seen *The Blob*? Well, here comes its green gunk cousin!

where (hopefully!) you'll be able to bring the flow around to link up with it later on! You only go onto the next level when the gunge reaches the end of the pipe, so once you're sure you've used up enough bits you can press Enter to hurry things on a little.

And that's about it. Simple (like all the best games) but just try playing it – you'll be hooked!

Want a few hints and tips? Well, okay. The more bits of pipe the stuff flows through the more points you get, so for extra points, lay the pipeline in complicated patterns. For example, you'll get extra points every time the gunge crosses itself at a junction.

Our demo, brill though it is, only contains four levels from the actual game, plus a wacky bonus level (a bit like *Tetris* in fact, this one – see if you can work it out for yourself). To have a go at the rest of them (and there are loads), you'll need to go out and spend some dosh on the complete game. (Don't worry though – it'll be worth it!)

TAPE NO 31

BREAKER II

CRL



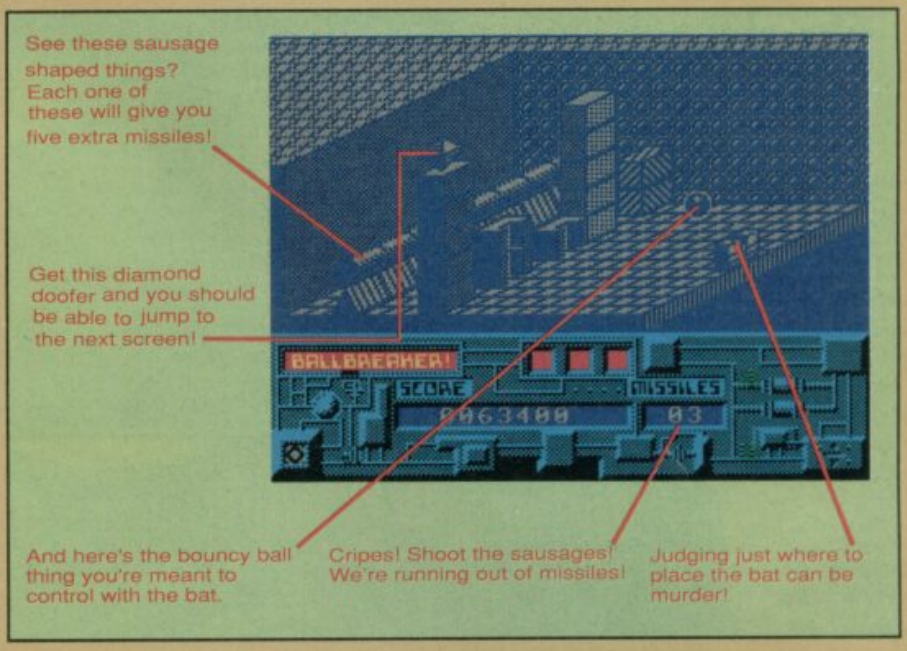
waddle on the later levels.

The game's got absolutely loads of screens (30-ish, all with names like 'Adrian's Wall' and 'Sphere We Go Again'), and they've been designed by a selection of industry celebs – Ian Andrews (the big cheese at Incentive) had a go at one, Jez Sands (who programmed *Starglider* and things like that) did five, the Zen Room (CRL's programming people) obviously cobbled together most of the rest of them while Clement Chambers (CRL boss) and even Simon Rockman (who?) stuck their oars in too. Quite impressive, and, believe you 'us', the quality shows! It's a corker!!

TAPE TRUBBS

Oi! Get down off that window ledge! We've got the solution to your problem! Assuming, that is, you've got Tape Trubbs. (Otherwise, we don't really want to know.) The symptom is simple but a bit of a bind – your Smash Tape won't load. (Ug!)

But – hurrah! – here we have the solution, and it's equally simple but a lot less painful. Just extract the offending article from your tape deck and send it, along with an sae, to *YS* Tape Returns No 31 *Ballbreaker II*, Ablex Audio Visual Ltd, Harcourt, Halesfield 14, Telford, Shropshire TF7 4QD. Then sit back in anticipation for a couple of weeks and a gleaming, working and generally lovely new tape will be yours.



BALLBREAKER CONTROLS
A = Up; Z = Down; O = Left; P = Right;
Shift = Fire (Redefinable)

PIPE MANIA CONTROLS
Define your own keys

BALLBREAKER II / PIPE MANIA

YOUR SINCLAIR

YS SMASH TAPE NO 31

BALLBREAKER II

A complete game from CRL

Plus

PIPE MANIA

Five levels of an imminent release from Empire

Ballbreaker II/CRL

Bouncing ball japes in glorious, grabs-you-by-the-collar-and-prods-you-in-the-eye 3D.

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Pipe Mania/Empire

Five whole levels of an ace new puzzley game with syrup-like addictiveness.

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BLOODWYCH

YOUR SINCLAIR MEGAGAME

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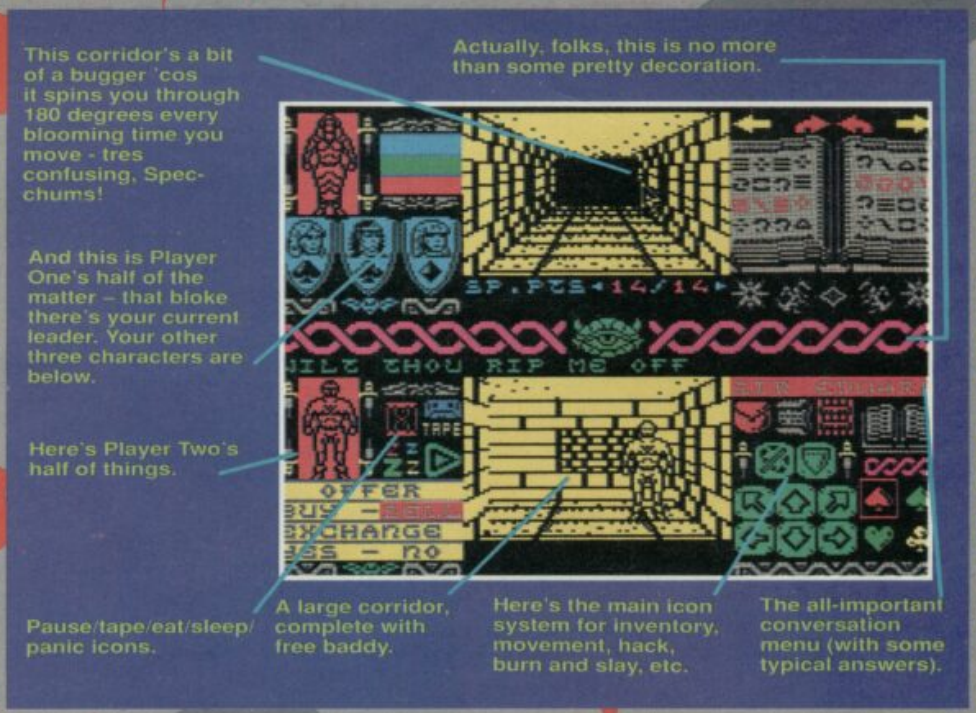
Rich Until pretty recently, presenting an ST or an Amiga game as complicated as *Bloodwych* to a programmer and saying "Here, convert this, matie," would've got you a bit of a laugh but not much else. It certainly wouldn't have got you a game. Things seem to have been changing a bit recently though – take *Times Of Lore*, *The Bard's Tale*, all those Freescape games – massive things crushed down into 128K (and even occasionally 48). *Bloodwych* is as big as any of those, but it's got a genuine two-player option too! Blimey! (Little wonder really that we've been waiting a good year to review the pesky thing!)

Hang on a mo though – bigger doesn't always mean better, does it, Spec-chums? Cramming this sort of involved stuff it into a paltry 48K and expecting a decent game (and one that plays at a reasonable speed) might be asking a bit much, don't you think? Might *Bloodwych* turn out to be a brave try that's actually a little bit crap? Well, there's only one way to find out, isn't there? Read on..!

At first glance, this looks exactly the same as all those other gigantic icon-driven arcade adventures I've been talking about. Yep, it's all there – the daft plot, the never-ending manual which seems more like the complete works of Shakespeare than a set of instructions, the squillion keyboard controls, acres of boring rooms and pointless tasks to fulfil. Hmmm. Sounds promising...

No doubt you won't want to plough your way through the hefty manual – I tried and couldn't actually understand it *(Try reading the English version. Ed)*. So, like me, you'll probably want to jump straight into the game instead, preferably grabbing a nearby friend on the way so you can do it two-player style. While you're at it, you'd better choose your characters from the selection screen, all of whom've got ridiculous names and various abilities, spells, possessions and wotnot. Each player controls a party of four, which means the lot of you will be eaten alive by some lunatic monster, not just one. A quick(ish) load from the tape (or, indeed, disk) and you're away.

Each player controls his (or her) own half of the screen – so in two-player mode you can play the thing completely separately, or, more usefully, co-operate with each other (more on that later). The main action takes place in a window in the middle of your half, whilst the icon system fills up either side. Maybe it's just me, but usually I find most icon systems completely impossible to use – I never know what's actually going on. There's none of that here though, oh ho no – this one's dead simple. Just move your cursor about (with keys of your choice) and click on whichever icon you want to use – some icons revealing new menus. The icons even bear some resemblance to their function as well. Wow! This means that you'll actually be able to get into the game after about five or ten minutes, rather than the two or three weeks which it usually takes with this sort of thing.



and all with practically no help from the manual at all.

Moving your characters about is equally simple – you take control of one, and his (or her) other three buddies straggle closely behind. Before you start, it's a good idea to strategically position your group to make the most of their best points. For example, put the physically strongest ones and the ones with the largest weapons (ahem) at the front, and the ones with guns or bows at the back. Everyone's an individual in this game!

Okay, so I've chosen my characters and I'm set to go. I think I'll explore along here. Yikes! A skeleton's just jumped out in front of me. I wonder who he is? Maybe I should say hello before I hack him to pieces. (You never know, he may even give me something.) Whip your cursor over to the communicate icon and up springs the conversation menu. Now you can chat for a while, flog him some of the junk you've picked up along the way, or even invest in a bargain or two. Wait a mo, he's talking to me – you can fully communicate with all the characters in this game, even if it's only a polite request to go away. He seems to be trying to sell me something. Eek! Now he's waving his arms about frantically in the air (with some pretty dodgy animation, too)! What's going on?

Actually, folks, he's firing arrows at my head – obviously a little cross because I didn't buy any of his goods. Time to retaliate. Zooming over to the Attack and Defend icon it's a case of 'can you shoot him faster than he's shooting you?' – press Fire as quickly as possible *Daley Thompson's Decathalon*-style to shoot back. Fortunately, the answer's usually 'yes' and he'll (I'm assuming that this skeleton's a bloke by the way – it's kinda hard to tell) be reduced to no more than a puff of smoke. If you look closely at the floor in front of you, you'll see something he's dropped – usually just some gold, or occasionally a key. But objects on the ground are extremely hard to see – it took me ages to realise that there was anything down there at all!

Of course it's not always that easy. Later in the game it becomes all too easy to get surrounded by baddies who are just too quick off their blocks for you (resulting in almost spontaneous death). Even that's not the end of the world though – providing you've still got at least one player alive you can take a quick visit to the re-incarnation room to get a new set. Try and avoid this though, and remember to look after your party – they need to eat 'n' sleep just like us, y'know.

(This isn't generally the sort of game that you stop playing because you're dead – you usually stop because it's two o clock in the morning and you just have to go to bed. I think that I'm still on my first-ever game – and I must have played the thing for days! Luckily a Save Game option's not far from hand.)

Anyway, where were we? Ah yes, walking about killing innocent skeletons and trolls and things. This can get a tad on the tedious side though, so it looks like it's time to get the manual out of the bin and find out what you're actually meant to be doing. Excuse me for a moment. Phew. Right, 23 pages later and you'll realise that you are in fact working for a group of wizards, known as the Bloodwych, who have hired you to go and kill Zendrick (an extremely nasty person). Basically, he's planning to destroy the universe by summoning some monster-type-thing who will



Character selection time now. The colour of those shields over there (unless you're reading in black and white, that is) gives you a general idea of the capabilities of each character. So why not choose one character of each colour, then?

basically rip the whole lot to shreds. Yikes! Your task is merely to kill all the monsters which Zendrick has created, find four crystals which are scattered about the castle, kill Zendrick and banish the big earth-ripping monster. Piece of cake or what? (Personally, I think not.)

And why? Well, for a start the playing area in this game is absolutely huge. I mean, it took me three days just to complete the first level! Map making is essential if you want to get anywhere.

I don't believe it! I've been playing the thing for hours only to arrive at the end of first level and find the blimmin' door's locked! Luckily, the spell fairy's just appeared for Player Two – maybe she'll give him something to open it for me. Hmm...

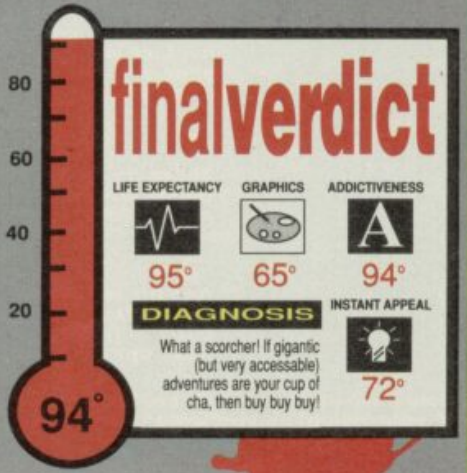


but watch it – unless you know what you're doing you're highly likely to get caught out. (In fact, you're highly likely to get caught out even if you do know what you're doing.) I kept getting turned around half-way through a corridor and ending up back where I started. Other complications include things like a room with four identical doors, which faces you in a random direction when you stand on the mat in the middle – nasty! Of course, there's a lot of the more usual stuff like locked doors and secret passages galore to confuse you as well.

One thing that I haven't mentioned yet are the all-important spells, used for everything from opening doors to killing people. You can also get more spells when you sleep. You've heard of the Tooth Fairy – well this one here's the Spell Fairy and she leaves better than 50p I can tell you (or whatever the going rate is these days).

As I've said before, both players can play almost separately from each other as if in two different games, or they can, if they like, work together making the thing twice as easy to complete (in theory, anyway). One player can open a secret passage for the other, or alternatively lock him in instead (hem). Attacking monsters becomes a whole new story 'cos you can fire at them from two directions to kill them twice as quick. You can also attack each other of course (hee hee) – a lot of fun, but it can end in tears when you find yourself clobbering your 'friend' around the head! Playing solo isn't as much fun, but it's still pretty damn good. Why not have two players (ie eight characters in the game in two groups of four) and control both of them yourself? Well, it's a thought.

Pretty positive review so far, isn't it? So okay, what are the quibbles? Well, for a start there's the crap sound – but then who needs sound when you could be listening to a spookily atmospheric record or something instead? *(Try Wagner. Ed)* The graphics are a bit samey as well – it's all too easy to get lost because one place looks identical to another. But putting these complaints aside, we're looking at a real corker here, babes. It's got enough to offer the most experienced player, yet it's still easy for the complete novice or terminally crap person to play. My advice? Pick up a copy today – it's a geniune classic.



JOYSTICK JUGGLERS

This month we asked the Jugglers to invent something (you know, like all those cavemen in *Pssst*). Just come up with any new gadget, we said, one that'll save energy and effort all around the world. So they did...



Rich Pelley You can usually find Rick strutting his funky stuff at some groovy party rave-up. Trouble is he's suffering from a slight conflict between his up-to-the-minute fashion tastes and the rigours of all-night bopping.

"Yeah – I keep tripping over my unfeasably wide trousers! And 'cos I just can't, I just can't, I just can't control my feet I needed to find a solution fast. Then it hit me – a sort of cross between bicycle clips and those hooped skirts Elizabethan noblewomen wore. Now my bell bottoms are held firmly away from the foot allowing full freedom of movement! And the neat thing is that the steel ring structure folds down flat so you can pop it in your ruck sack when you're not using it!"



David Wilson We'll just let David tell you about his so-called 'invention' himself...

"Well, I was playing with my Barbie Play Bus one day *(He's got a strange obsession with Barbie dolls, folks. Ed)* when I got to thinking – what if instead of just going shopping and all those other things Barbie does, I could get her to do something useful for a change? Like play around in a Recording Studio!? Then Barbie could lay down some tracks (possibly even with Ken!), thus combining my two fave hobbies. In fact, if Mattel (who make Barbies) made a Barbie Triumph Herald convertible then they could park it outside, Ken could do some work on it, and it'd combine my *three* fave hobbies!! Brilll!



Matt Bielby Being a salty sea dog sort of a chap (well, he hired a rowing boat on The Serpentine once), Matt immediately sprung into action with oodles of odd inventions to help out 'those in danger on the sea'. Eventually he settled on this elegant little invention...

"It's a sort of sieve for turning salt water into fresh water so you can drink it if your boat gets sunk by a mad whale and you're left floating in a rubber dingey for days. It's quite simple really – you pour the sea water in at the top, the salt settles on the metal of the sieve and the fresh water drips through. You'd want another beaker or some sort of bowl to catch the clean water in too, but if you're desperate you could put your mouth underneath and slurp! It's so simple I'm surprised nobody's already thought of it." Hmm. Quite.



Jonathan Davies Jonathan's been suffering quite a lot lately. He can't get any sleep because he's convinced that Farty, his unlovable warthog 'pal', is trying to contact him from the grave. To those ends he's devised this handy method to guarantee him some kip.

"Well, it's a sort of two-part plan really. To start with I've got some custom-made ear-plugs prepared, which totally block out the gurgly central heating sounds which strangely transform themselves into Farty's ghostly gruntings. (This could also be of use to anyone with noisy heating problems of course. Or anyone who lives by an airport.) The second bit is this jumping sheep mobile. Simply cut out some sheep-shaped bits of card, attach them to a some coat-hangers, hang them from the ceiling (preferably in a constant draft) and Bob's your uncle! The jumping sheep effect is sure to send you straight off!" What an excellent idea, Jonathan!

90° - 100° Getting up to fever temperature! Miss a game that's this red-hot and you'll get the blues – we guarantee it! Any game that rates an overall score of 90 or above gets the esteemed *YS* Megagame rating! It's a happening piece of software!

80° - 89° PDG! (ie Pretty Damn Good!) A game well worth digging into the old dosh bucket for!

70° - 79° A very enjoyable game, but might not be of lasting appeal to everybody.

60° - 69° A few niggles. Lacking in certain areas. Think before you buy!

50° - 59° Pretty average. Very average in fact. Actually, it's a bit crap.

40° - 49° Um, below average (believe it or not).

30° - 39° So sickly it's due to hospitalised!

20° - 29° Very poorly indeed.

10° - 19° Critical – not expected to last the night.

0° - 9° Clinically dead.

HAMMERFIST

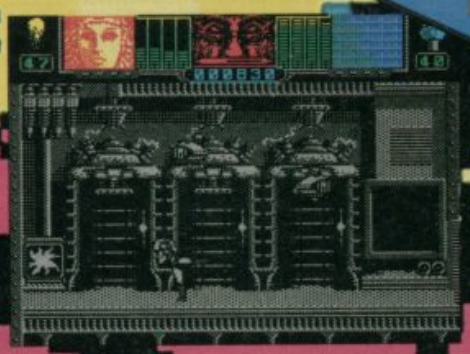
Activision £9.99 cass



Matt: Hands up those who remember *Last Ninja 2* on the Speccy! Good, wasn't it? Well, *Hammerfist* has nothing to do with that. Well, okay, it does a bit – it's got the same flip-screen sort of design, similar fiendish puzzles to be worked through before you can progress onto the next screen, and the same beat-'em-up element. And it's also rather good, hmm. Quite a lot in common really. And on a closer inspection it's not hard to see why.

It's been designed by the same people, you see – Mev Dink, Steven Dunn and friends – the boys all used to work at System 3, but now they run their own little programming outfit called Vivid Image and – at last! – here's their first game ready for release. Right, so how's it all work?

Well, the storyline thingie's quite complicated in an arcadey, Cyberpunky sort of way, but in actual fact it all boils down to some fairly simple gameplay. Imagine yourself into a spooky future world, one where giant multi-national corporations hold power, and living, solid holograms with superhuman abilities are created to do their dirty work. Two such warriors are Hammerfist (a big beefy bloke with a powered robot arm) and Metalisis (a sort of futuristic Suzanne Dando) but – yikes! – there's been some sort of bizarre accident in the hologram holding pens and the two of them have got sort of fused together! For reasons best known to itself, Centro-Holographix (their controlling corporation, natch) won't help out, so fearing shutdown (or a life wielded together – the scenario doesn't make it too clear) the Hammerfist/Metalisis amalgamation 'goes rogue'!



And it's holding pens – these are where we start the game. But how on earth do we get out?

And this is where you come in. It's your job to guide them across the four loads, taking them from the underwater lab complex and holding pens of the first level, across the sea and into the city (they're holograms so they don't need to breathe, remember?) and eventually up inside Omnacy HQ. Defeat The Master (the evil entity at the head of the corporation), separate the two characters out into different bodies, and everybody can live happily ever after (except The Master, of course, because he's dead).

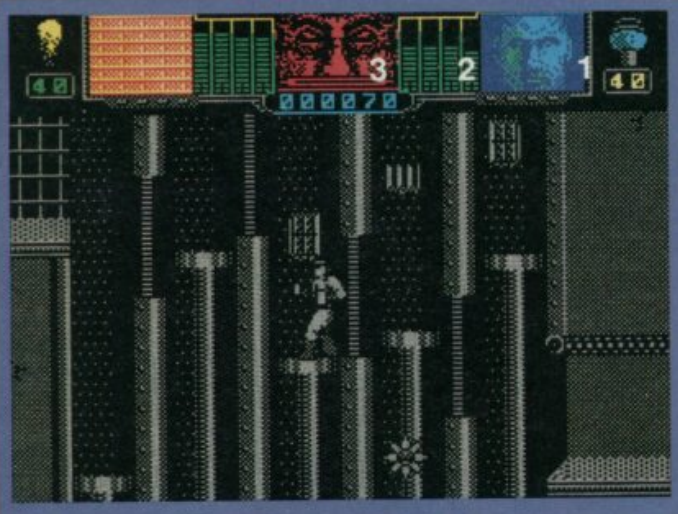
Yes, that's right, you're completely seduced from the plot that what we're talking about here is a flip-screen adventure, each screen presenting you with a few baddies to beat up and one or two problems to solve before you can progress onto the next one. For many of the problems you'll want to flip between the two characters – Metalisis is especially useful when you need to leap onto platforms, while Hammerfist is the best option for just about everything else.

Presentation is monochrome and viewed directly from the side (without the 3D look of the *Last Ninja* games) and the problems tend to be of the reasonably easy bash-everything-you-can-until-something-interesting-happens school. For instance, your average screen will have you walk on in Hammerfist guise, see no obvious way out, kill a few baddies (normally human guards or small robots), turn into Metalisis, leap onto an overhead platform, destroy a computer terminal and – lo and behold! – a door opens on the other side of the room. Quick! Nip through it and you're into the next room. Phew!

Okay, so perhaps that didn't sound too taxing but that's not to suggest it isn't any good – basically *Hammerfist* is very much an action game, with everything paced at an action game sort of speed. The puzzles are challenging, but not so tricky that things keep grinding to a complete halt (or at least that's the theory anyway).

There's some lovely animation in here (Metalisis' back flip leaps are particularly nifty) and some impressive set pieces, like the room filled with rising and falling platforms which you can only move across by switching from one body to another, using the weight difference to control the floor's movement. The gameplay's got some neat touches too, like the fact you can revisit a few screens to collect extra power-ups when faced with a particularly tricky obstacle, and one of a handful of little twists is that you don't just leave the icons you don't need when they fall because their collective negative energy will wake The Master, effectively preventing you from collecting any extra strength for ages.

In conclusion then we were pretty impressed with *Hammerfist*. It isn't anything radically new, but it's well thought-out gameplay and interesting ideas put it streets ahead of most other beat-'em-up adventures you find on the shelves. Not quite a Megagame I think, but pretty darn groovy all the same.



1 You can see by this little blue face that you're controlling Hammerfist at the moment – switch to Metalisis and her face will appear on the other side.

2 These green things are the energy bars.

3 And the red eyes are the Master – don't let him wake up!

This piston sequence is one of the most distinctive parts of the game. You control the rising and falling platforms with your weight by swopping characters.



finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
81°	85°	88°

DIAGNOSIS A well thought-out and rather thrill-packed beat-'em-up/puzzler. Pretty massive too.

INSTANT APPEAL 83°

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They're blimmin' marvellous inventions! Just think of the hundred and one brilliant things you can do with them. What about a gun? *(Er, I don't think... Ed)* Simply glue a few whopping great industrial clay pipes together with some Loctite, bung up one of the ends with concrete, throw in some gunpowder and bingo! As for what you could actually shoot from it, well, the sky's the limit – bricks, steam irons, Auntie Madge's christmas pudding, even Auntie Madge herself! (We're amazed nobody's thought of it before really.)

And here's another one (a bit more humble perhaps but no less fun) – an indoor adventure playground for your pet ferret! *(Eh!? Ed)* Yes! Just purchase a few hundred feet or so of plastic tubing, chop it all up into a dozen pieces and throw it liberally across your living room carpet. Not only will it divert the little wretch from ripping your settee to pieces, it'll also provide you with a bone fide excuse to buy *another* ferret and have 'albino polecat' circuit races around the house! Now simply nobble one of the little scamps (lollypop sticks tied to the legs normally do the trick), invite all your gambling pals round and you're all set to make a real killing! Hours of fun!

Yup, pipes are the biz and no mistake. Which is exactly what those groovy fellas at Empire must have been thinking when they fell upon the idea for *Pipe Mania*.

P	P	D	I	R	N	S	J	V	H	D	K	Z	A
M	I	Z	B	J	K	L	P	S	X	U	P	K	H
A	P	I	E	D	P	I	P	E	R	M	I	N	B
E	I	N	T	H	E	P	I	P	E	L	I	N	E
R	N	R	P	E	N	X	N	Y	U	L	N	G	H
D	G	P	I	P	E	D	O	W	N	K	E	F	I
E	H	H	K	L	S	C	T	R	J	D	C	K	E
P	O	O	E	N	A	M	F	A	Y	K	L	D	J
I	T	N	T	Q	M	A	E	B	I	D	O	M	N
P	R	V	G	U	Z	M	L	O	P	L	I	F	O

Now there's a game that does pipes proud! (And if you don't believe us just 'tunnel' across to our Megagame review on page 31, or check out this month's Smash Tape!) Manically addictive, it's a spooky little puzzle number (as if you didn't know already) in which you play a little plumber rushing around trying to outrun the mad rush of gunge! And it's mega! And it's the subject of this compo! Hurrah!

Put that in your pipe and smoke it!

Spec-chums, we've done you proud. Go on, guess how many winners Matt's going to pick out of his gerbil-furred Davy Crockett hat. Ten? Uh-uh. Twenty? Nope. Thirty? Um, getting hot. *(Oh, do get on with it. Ed)* Ahem. Thirty one actually. And talk about a fabaroony first prize...

It's a Sony Compact 102CD Music Centre, and it's worth up to £350! (Squeal!) It's got a CD player, turntable, double tape deck, three band digital tuner, ten band graphic equaliser and speakers, not to mention hi-tech Shuffle Play and Music Calendar, er, jobbies. (We haven't a clue what those are but they're sure to be hot poop!)

Then we've got 20 runner-up *Pipe Mania* T-shirts to give away along with copies of the game (the winner gets those too) and another ten T-shirts for the, er, runner-runners-up. Porkin' prizes, eh? So how do you win them? Read on, pipe-pickers!

And now for the nitty gritty...

And it's pretty tricky nitty gritty. What we've got here is a word-square, inside of which are hidden four phrases with the word (or variations of the word) 'pipe' in them. Let's say 'Pipe cleaner' was one of the phrases (it's not, but let's say it is). What you'd need to find would be the word 'pipecleaner'. "Och, worra doddle!" we hear you cry – but wait! Not only could we have hidden it horizontally or diagonally, you could end up having to read it backwards too! Cripes! So get your magnifying glass out, scribble your answers on the coupon along with your name and address, stick the coupon onto the a post card and send it off to *Where'd We Be Without Pipes, Eh? There'd Be No Drains, That's For Sure , And Then We'd All Be In Trouble!* Compo, *YS* Compos, *Your Sinclair*, 30 Monmouth Street, Bath BA1 2AP. And don't forget the closing date, Spec-chums – it's the 30th of June 1990.

Rules

- Pipes of peace, pah! Anyone from Future Publishing or Empire Software caught entering this compo will get a piping-hot slap on the botty.
- You'll be piped to post if you don't get your entry in by 30th June 1990.
- Matt's got final say so anyone who disagrees with him better pipe down.

Sussed it! The hidden words are...

- .....
- .....
- .....
- .....
- .....

Name.....

Address .....

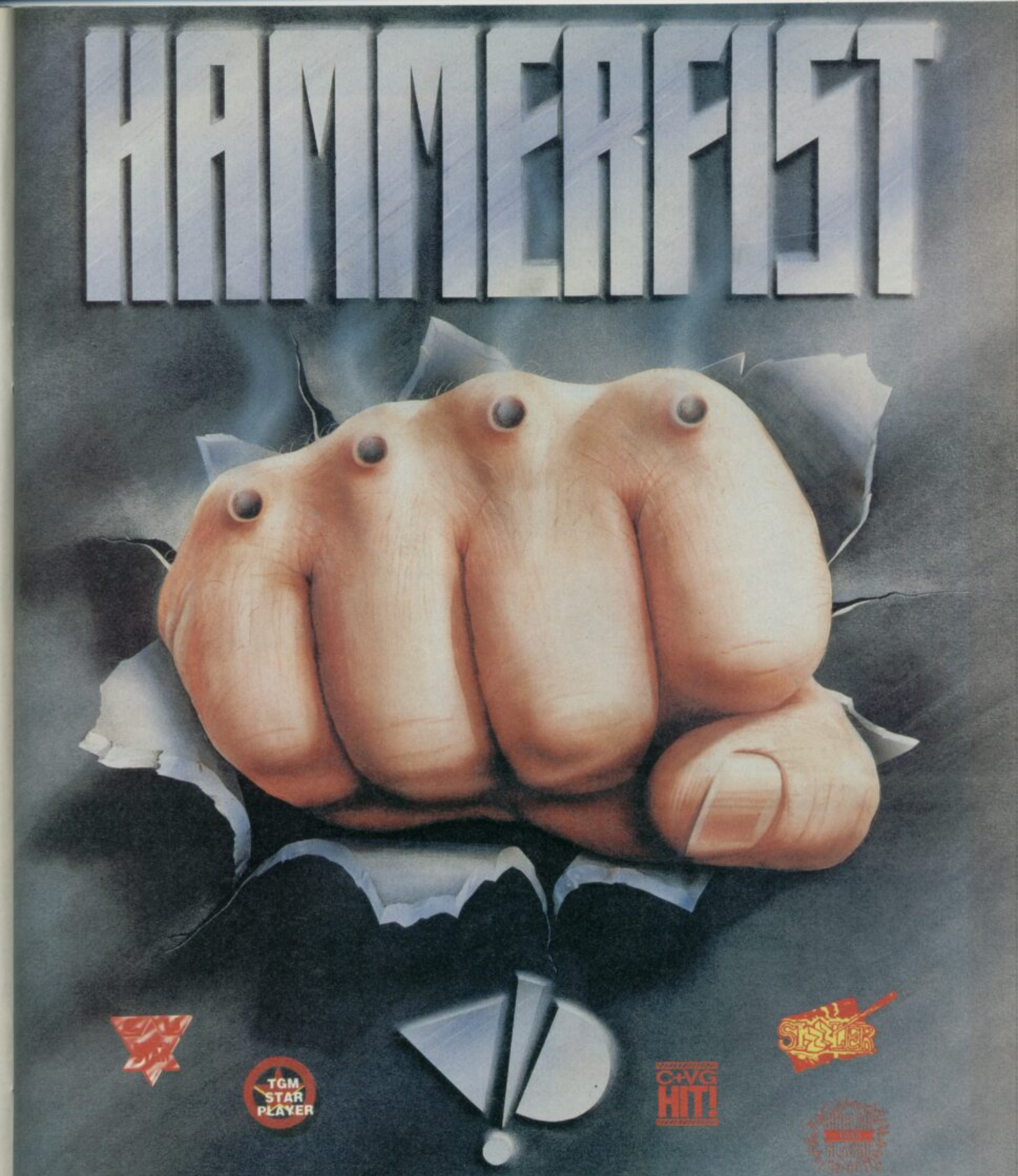
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SLY SPY SECRET AGENT

In the fine tradition of *The Man From UNCLE*, *Our Man Flint* and *Matt Helm* comes *Sly Spy Secret Agent*, the biggest, baddest Bond rip-off of all! MATT BIELBY felt he had to hire a DJ before going for a look, and returned not shaken, but actually quite stirred...

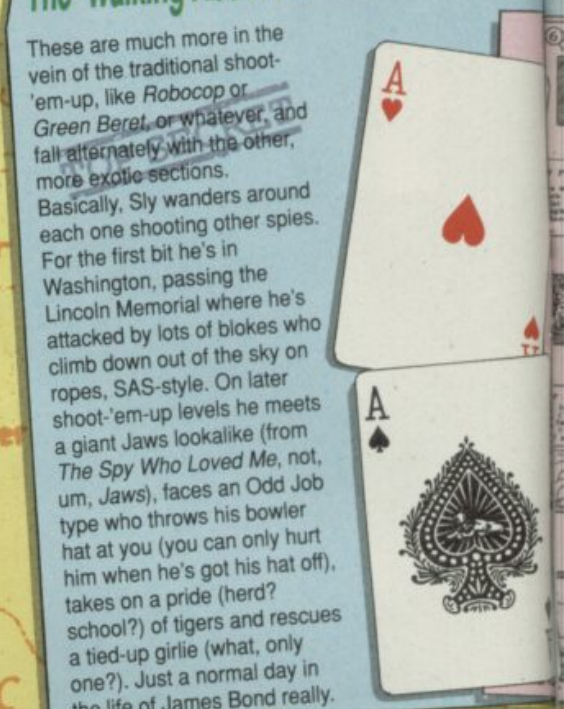
Ocean's been fairly quiet on the full-price Spectrum front since Christmas – *Beach Volley* never actually appeared, *Nightbreed* has been put back to coincide with the film release, so all we've seen from the boys in Manchester since *Chase HQ* have been Hit Squad re-releases. But (butt but!) all that's about to change with two big new coin-op conversions just itching to hit the shelves! First out should be *Shadow Warriors* (full review next issue), a ninja beat-'em-up thing, while the other, *Sly Spy Secret Agent*, is featured here. And guess what? Yes, as we've come to expect from the Big 'O', it's a bit of a corker!

Sly Spy Secret Agent (the ridiculous double name comes from the fact that the game was distributed in UK arcades in two different cabinets!) is a Data East coin-op conversion of a game that appeared during the second half of last year, and was mainly noted for being a blatant 'homage' (ie rip-off) of the James Bond series of films. It's got everything in here – Odd Job from *Goldfinger*, Jaws from *The Spy Who Loved Me*, jet packs from *You Only Live Twice*, the skydiving bit from *Moonraker*, the underwater fights from *Thunderball*, the armoured motorbike from *Never Say Never Again*... Phew! You get the idea. Even the golden gun from, um, *The Man With The Golden Gun* puts in an appearance! Someone had a lot of fun putting them all together, that's for sure, and it shows – *Sly Spy* is a lot more in the spirit of James Bond than any of the official film licence jobbies Domark has come up with over the years!

What we have here are eight (fairly short) levels, each one recreating the sort of action sequences you'd expect of a Bond film. Half of them are the spectacular stunt work type of stuff (falling from aeroplanes, skin diving, that sort of thing) while the others are more your walking-around-shooting-other-blokes type platform games. Just like mega-Ocean hit *Robocop*, in fact. Let's take a closer look at how all the bits work.

The 'Walking About A Bit' Levels

These are much more in the vein of the traditional shoot-'em-up, like *Robocop* or *Green Beret*, or whatever, and fall alternately with the other, more exotic sections. Basically, Sly wanders around each one shooting other spies. For the first bit he's in Washington, passing the Lincoln Memorial where he's attacked by lots of blokes who climb down out of the sky on ropes, SAS-style. On later shoot-'em-up levels he meets a giant Jaws lookalike (from *The Spy Who Loved Me*, not, um, *Jaws*), faces an Odd Job type who throws his bowler hat at you (you can only hurt him when he's got his hat off), takes on a pride (herd? school?) of tigers and rescues a tied-up girlie (what, only one?). Just a normal day in the life of James Bond really.

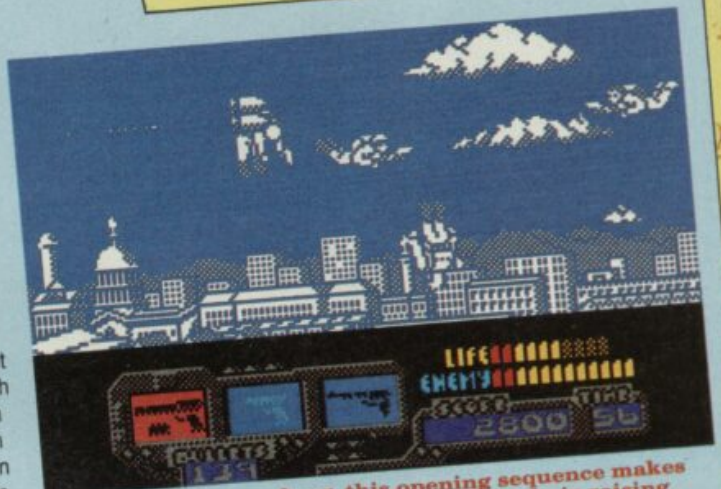




The Skydiving Sequence

This only appears once in the game, in the fairly short and easy opening sequence (just like one of those teasers you get at the start of an actual Bond film before the credits come on). Basically you, as Sly Spy, are freefalling out of an aeroplane (clad in your best dinner suit of course) when – eek! – all these other blokes plummet down around you, and they ain't looking to hold your hand! Quickly whip out your faithful Walther (equipped with 150 shots, would you believe, with 50 more that you can pick up from dead baddies!) and all of a sudden what we have is one of the world's first vertically scrolling shoot-'em-ups that actually moves *down* the screen!

When somebody gets shot (either you or them) they sort of slump forward as they fall, as if, um, they've been shot or something.

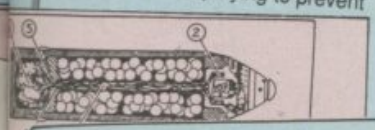


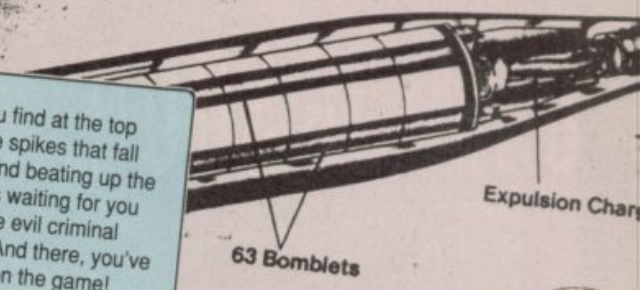
Only a few minutes long, this opening sequence makes a fittingly James Bondian prelude to the hair-raising action of later levels.

Survive the level (not too tricky, though it may eat quite a long way into the energy bar that represents your life) and your parachute pops open, leaving you to gently float down to earth in Washington DC. (Quite neatly, the cityscape slowly appears below you as you fall.)

The Last Bit

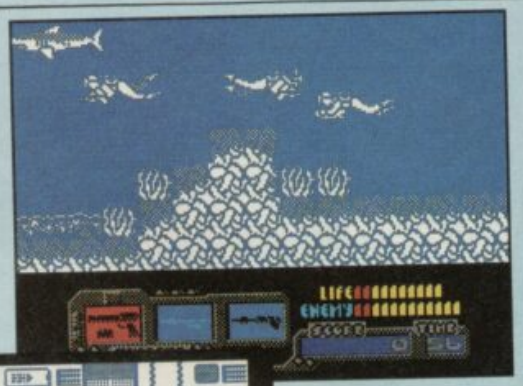
A giant slam-bang finale James Bond style, this is a reprise of the rest of the game up until now basically, with Sly trying to prevent the launch of a giant rocket, and all the land-based baddies from the earlier portions of the game out to stop him! You have to climb up a series of platforms on the outside of the missile, facing Odd Job, Jaws, the tigers and so on, before kicking in a force field you find at the top there, dodging the spikes that fall from the ceiling, and beating up the big fat bloke who's waiting for you at the end (he's the evil criminal genius probably). And there, you've done it – you've won the game!



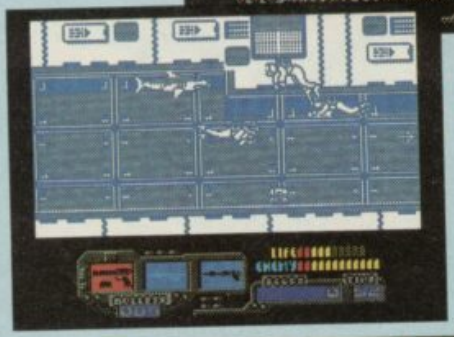


The Underwater Levels

There are two of these horizontal scrollers, with some nicely drawn sharks (they go belly-up when killed) and two different sorts of enemy divers which you have to fight (one lot come equipped with little propellers or something on their air tank packs to make them go faster). At the end of the first of these levels you come across another diver in a giant armoured deep-sea diver suit – shoot him and he runs off-screen to be replaced by a giant shark. Eek! Kill him and he floats up off-screen, just like his smaller buddies do. The second of these levels is pretty similar, except it features some bits where you enter man-made underwater tunnels (as opposed to natural-looking caves) and face the big diver once again.



The first of the underwater levels is set in this organic-looking open sea enviroment - lots of coral, seaweed and sharks that go 'belly-up'...

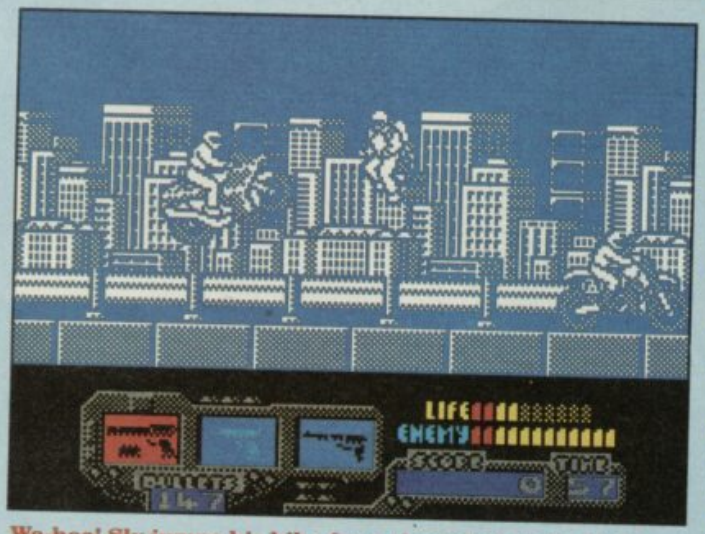


...while the second is largely based in a series of man-made underwater tunnels. The divers and sharks are the same though, but the tunnels do get considerably more narrow (claustrophobia ahoy!)

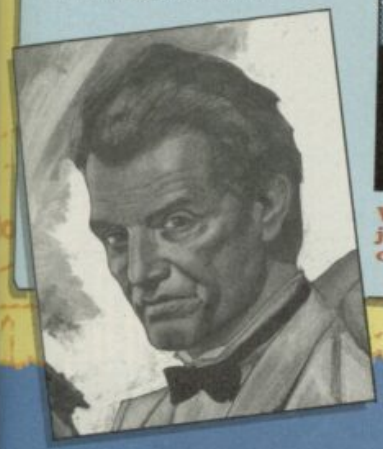


The Motorbike Chase

Straight out of *Never Say Never Again*, this is a quick horizontal scroller, with Sly on an armoured bike taking on enemy bikers and little men in jet packs. These fly on-screen from the side (you have to wheelie your cycle to bring the fixed bike-cannon to bear on them). There are mines to dodge in the road too, and a car packed with three baddies to kill at the end, one of whom's a giant. Yikes!



Wa-hoo! Sly jumps his bike for a clear shot at the little jet-pack guy with his on-board cannon. This motorbike chase sequence features oodles of enemy bikers too.



The Man With The Golden Gun

As with most of these sorts of thing, *Sly Spy* is absolutely littered with collectables. There're extra bullets, gun upgrades (a three-shots-at-a-time machine gun or a wicked harpoon launcher if you're underwater), jet packs (or turbo propeller thingies if you're underwater) to make moving about the screen a bit faster, Coke cans for extra energy (not that you can tell that they're Coke cans in Speccyvision of course) and – best of all – the Golden Gun. Collect the five parts of this that you find scattered around the place for a mega super-weapon which fires bullets the size of rugby balls! It only lasts for a few seconds, but the shots'll go through anything!

Secret Agent Men

So who're the chaps who've put in all the late nights then? Well, unlike many Ocean games which are done in-house, this has been put together by a few guys at programming house Software Creation. Dean Belfield was the programmer, with Simon Street and John Tatlock coming up with the graphics. I got on the blower to Dean to ask him a bit about it.

Well, Dean, did you come across any particular problems with *Sly Spy*?

"Not really, though getting something like this running at the right speed is always a bit of a problem. But we got it worked out eventually. There's some parallax scrolling as well in some parts, which took a bit of doing. That was all though really."

Right-o. What else have you done on the Speccy then, Dean?

"Not that much really – I'm basically an Amstrad programmer, but I've sort of moved over sideways into this. I did do one of the Virgin Lightgun games though, *Solar Invasion*, but the bulk of my work has been the Amstrad versions of things like *Ghouls And Ghosts* and *LED Storm* (though I'm not very proud of that one) for US Gold."

Excellent. Cheers, matey!

FAX BOX

Game	*Sly Spy Secret Agent*
Publisher	Ocean
Programmers	Software Creation
Price	£9.99 cass/ £14.99 disk
Release Date	Late May

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Letters



WRITE TO THE ED, *YS*, 30 MONMOUTH STREET, BATH BA1 2AP.
Star letter winners receive three games! All letters win a YS badge.

Blimey, what's going on? Hang on a sec. (Sound of Matt going to check out what's happened.) Phew. Sorry about that. Um, seems we've just had a bit of land subsidance under the shed, and one of the walls has collapsed – taking Andy and his desk with it. He's lying under a pile of rubble at the bottom of the newly-formed cliff – suppose I'd better go and get help. Mind you, I should really be answering your letters. I know. I'll answer your letters then I'll go and get some help. Nothing like a bit of compromise, eh? (I'm so caring sometimes that it scares my jolly socks off!)

PARCHMENT PROMISE

When searching through some cupboards I came upon a small piece of paper. It was an ancient parchment which said that *Your Sinclair* must pay me three full price games if I give them five pieces of advice and a poem. So here goes.
1) Do not buy *Gazza's Super Soccer*.
2) Never call somebody with 18 sub-machine guns a Kiwi Fruit.
3) Don't chuck your copy of *Strider* down the waste disposal unit.
4) Never watch *Neighbours*.
5) Send me 50 quid.
That's the advice. Now the poem.
I like *Your Sinclair*,
I buy it quite a lot.
When I start to read it
It makes me feel quite hot.
Lee 'How's yer father' Armstrong
Burnley, Lancs

I've got a little bit of a problem with advice number four. Never watch Neighbours. *Ahem – I do watch* Neighbours, *and while I'll readily admit that it's totally crap I'll also admit that bits of it are brilliant. Joe Mangle for instance. He should have his own show! For anyone who doesn't watch it, here's a bit of Aussie slang (courtesy of Joe). "I'm going to tear the top off a couple of coldies. Ripper!" A rough translation is "I'm going to drink two refrigerated cans of lager. Olé!"* **Ed.**

BADGELESS & LONELY

It's not fair. All my pals have a *YS* badge and I'm the only one that hasn't. And they aren't speaking to me. I've sent a thousand letters, and not one has been published.
Scott Brown
Dundee

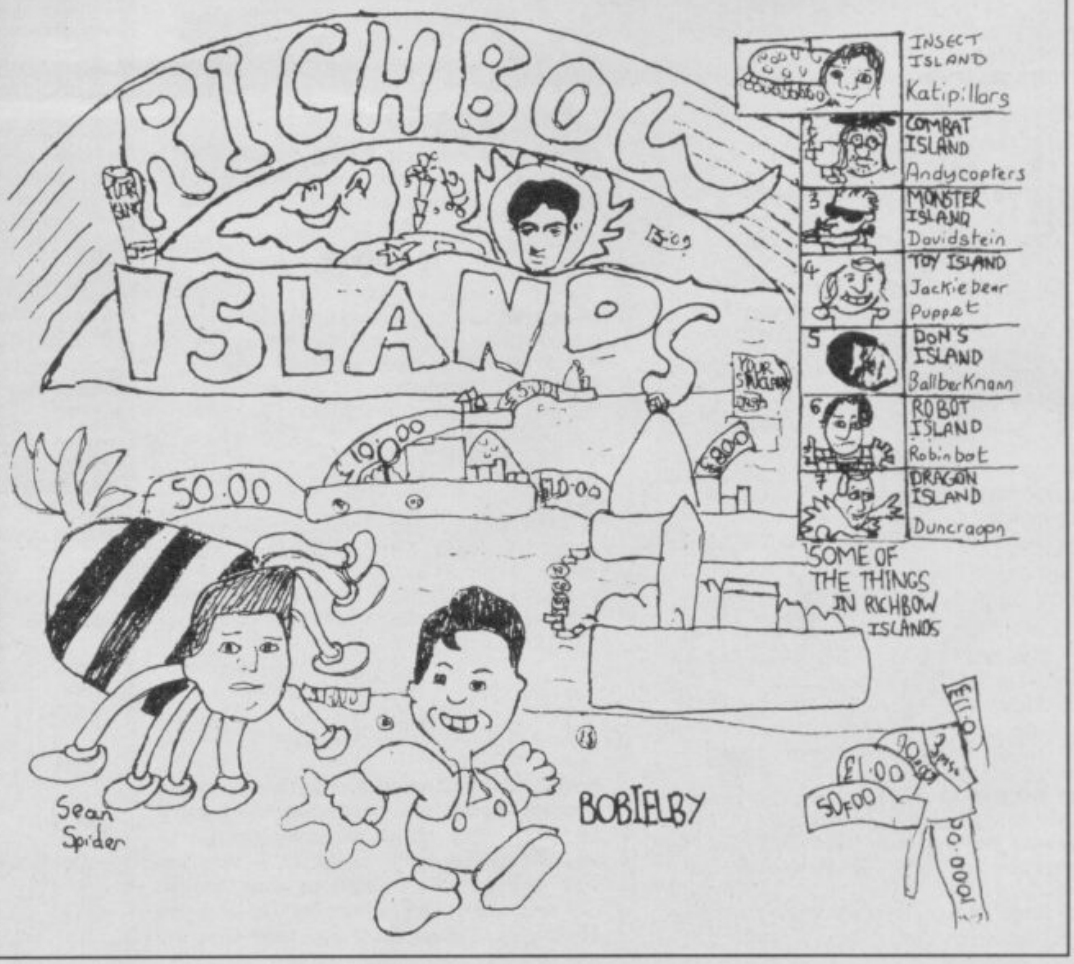
Well this one has. Unfortunately Future Publishing has a policy of not sending badges to people whose names are anagrams of TWO SCORN BT. Terribly sorry, but I don't make the rules. It's all very weird down here in Bath. **Ed.**

FINDING FAULT

As part of my GCSE Communication course-work, I'm doing a project on home computers and especially on the ZX Spectrum – and how you go about mending one, as cheaply as possible, by carrying out your own repairs. Therefore I ask if you could please tell me what common faults occur on the machine.
Kristian Palmer
Poole
Dorset

The commonest fault occurs when you accidentally nudge it with your elbow and it falls 15 feet out of your bedroom window onto an area of concrete patio – this 'fault' is commonly known as 'totally crapped'. Repairing a 'totally crapped' Spectrum is something of an art, however, and there just isn't space to tell you. You do need Blu-tac, though. Loads of the stuff. **Ed.**

DOODLEBUGS



Blimey. And there we were thinking *Rainbow Islands* couldn't be bettered. Here's **Jonathan Morales**' version, with a new all-star line-up. (Well, some of them are stars. Don't know about that Bobielby chappie...)
Fancy winning a game? Don't forget though, all pics must be in black ink only. So send 'em in now to Doodlebugs, *YS*, 30 Monmouth Street, Bath BA1 2AP.

NOT SO CLEVER

I have been buying *YS* since issue four and am sorry to say that the standard of reading material has dramatically decreased. Also, when entering compos, do you really have to write the full address given? For example, in the *Pictionary* competition you had to put '*It Ain't What You Doodle It's The Way That You Doodle It* Compo'. I'd be embarrassed to send that in the post. Will the SAM Coupé work with my old black and white television (aeons old) and a standard tape recorder? Please print this as a Star Letter, or I might get mildly furious.
Alan McGinley
Co Donegal, Ireland

Time for a quick lesson on 'How To Not Stand A Chance Of Winning The Star Letter Prize'...
1) Begin your letter thus – "I am sorry to say that the standard of YS has dramatically decreased."
2) Ask a question that I've answered about 18 million times before.
3) Have the same surname as my old Physics teacher (who gave me the slipper about eight times) and...
4) Own a really old black and white TV set. Of course it'll work with the SAM, but what's the point if you can't see the squillion different colours? **Ed.**

IS PATER WELL?

Two of my friends dared me (two pounds each) to write in and say this – "Matthew Lindau loves Sarah Cleverly". My mates reckon that if Matthew sees this he'll duff me up, but I don't care. He wants to marry Sarah and give her a lot of 'how's yer father'. There, now I'll get four quid to buy more *YS*'s with (creep creep). Oh, and my sister-in-law thinks you're hunky and gorgeous.
Ian Wakefield
Long Eaton, Notts
PS My mum likes you as well.

Eh? He only wants to marry her so he can keep on asking her how her father is? Why does he have to marry her for that? You can ask someone how their father is without 'tying the knot', you know. After all, imagine if, say, Luke Goss wanted to find out how Clare Rayner's dad was getting along. Following your rules, Clare would first of all have to divorce her husband before joining together in holy matrimony with Luke. Then, on the first night of their honeymoon, Luke would roll over to her (in bed) and whisper "How's your father?", to which she would reply "He's quite well, actually" or "He's dead" or something, and then they'd have to get divorced. What a palaver! **Ed.**

GOLDEN OLDIE

Reading your letters page, I see you don't get many letters from 40 year old fathers, but anyway here goes.

Last Christmas I bought a Spectrum and admit that, after having tried to teach my son how to use it, I have become hooked myself. So, to try to improve my little knowledge, I bought a copy of *Your Sinclair*. But before I bore you further and you fall asleep, can you answer a couple of questions from a complete novice?
1) The Sinclair SJS2 joystick that came in the pack appears to be total rubbish, being so slow and stiff. Can you advise me of another?
2) Are there any light games on the market to use with the lightgun? I can't find any.

That's the lot, but, to conclude, have you or any of your staff ever considered doing, say, a one page article each month to teach the basics to completely 'green' people like myself who haven't had the benefit of learning computers at school and would like to learn as much as possible about computer programming? (At the moment I haven't got a clue how to type a written program in, or what POKE or Hex mean.)
P Sarling
Chelmsford, Essex

Forty years old! Another 30 and you'll be hobbling around in a Zimmer frame mumbling to yourself about how nothing's made of wood anymore and dribbling all over the floor. I'd better answer your questions before your eyes stop working.
1) Yes. It's crap, isn't it? Any other joystick you buy will be a thousand times better (not to put too fine a point on it). Check out the Joystick Jamboree *feature in issue 46!*
2) You won't find all that many – the lightgun seems to be a little bit of a white elephant at the moment I'm afraid. Besides the original pack of six games that came with the gun (including Op Wolf*), there's only a budget compilation tape of Codies things that I know of that'll work with your Phaser. Things should improve however – Virgin plans to bring out some new ones every couple of months.*

Oh, and as for simple BASIC tuition just you wait a month or two – I've got a 'surprise' for you (and thankfully it's not Cilla Black). **Ed.**

STAR LETTER

CRAWLING CAN WORK

I thought it was about time I wrote to congratulate you. I'm not crawling *(Yes you are. Ed).* I just honestly think you deserve it, managing to produce a well-written, excellently presented, very entertaining mag (with hardly any spelling mistakes) every month. How do you do it? And your tapes are great too (although *Falcon Patrol 2* was a bit crap – whoops – there goes the Star Letter!) *(Not necessarily. Ed)* Well, you know what they always say, finish with a crappy poem, so here goes with a terminally vomit-inducing one...

YS is really good
It's made of very thin wood
That's sometimes known as paper
(Oh, what a jolly caper).
YS is just the best
Far sexier than a string vest
I hope it lasts forever
Haddock in a wooly 'cardi'.

(Bit of poetic licence on that last line I'm afraid.)
L Lustyear
Port Talbot, W Glamorgan

Now here's the formula for getting the Star Letter. Unfortunately it won't work again, and I'm not going to tell you what next month's formula is – so you'll have to guess (and keep your fingers crossed). I can be very fickle in these matters. (For instance that "Haddock in a wooly cardi" line almost blew this one. Far too surreal for the mood I'm in at the moment.) **Ed.**

GOLDEN EVEN OLDIER

I've just sent in a years' subs for *Your Sinclair*! Nothing unusual about that you may say. But there is. I happen to be in my mid-50s, and you only have to look in the Pen Pals section of *Input Output* to see that you cater for a much different age strata. I'd be interested to know if you have any more Methusalahs like me in your readership! Anyway, here's to a year with *YS* (that's how long I've been reading it). Please think of me sometimes when you plan the mag.
Terry Filby
Beccles, Suffolk

I'm thinking of you right now, as it happens. Are you bald? Sorry, it's just that I'm really nosey. Oh, and to qualify as a 'Methusalah you have to have lived for 973 years (i looked it up in the dictionary). You, being in your mid-50s, only qualify as a bit of an old codger. Feel any better? **Ed.**

MIKE GERRARD

I have long enjoyed your mag, ever since I got my +3 about two years ago. Anyway, whilst reading another computer magazine (don't worry, it wasn't *C***** or *S******* U***. 8000 Plus* actually) I happened to read an article written by your very own Mike Gerrard. It was about some adventure book he's writing. Tucked away in the corner of this article was a small paragraph that slightly worried me. It said that *Your Sinclair* was to move to Bath under a new publishing company called Future Publishing, who also publish *8000 Plus*. If this is true then will there be any great changes to the magazine? Will the magazine still have the same staff? Will it remain the same contents-wise? Please could you answer these questions as soon as possible before my brain

WONDERFUL WORLD OF SPECCY

The bit where we stick in letters received from elsewhere on the planet. This one's from Portugal, but we haven't printed it because the English is bad – the English is in fact excellent. No, it's here because the bloke who wrote it is obviously stark raving bonkers. Portugal has got mad people too! Hurrah!

THE BRIGHT IDEAS OF TEN SEAS

And there I was.. My eyes couldn't see a thing above me. I was in total darkness, inside and outside my soul. Where was I? I was talking to nobody. 'Nobody' is like a dark sun that only rises black, but is still something or someone. Wandering about with my personality, the only friend, the only somebody I had at the moment. And I forgot something – I had some matches in my pocket. The bright ideas of ten seas. No more black ones. I think I know what this place is. Buildings all around looking like spiders or ants with giant legs. A very odd thing, but I know where I am now. I am inside a Spectrum. *Your Sinclair, Your Sinclair*, it's the only way of getting out of here. *(Blimey. Ed)* Was I dreaming? It was real! It couldn't be real but it was. Was I reduced to a short form or had the computer got bigger? You know, I'm inside the Spectrum like a spy. I'm more than just a computer data-bus, I'm a chief of address (in secret of course) *(Of course. Ed).* The CPU can't know. I've got a factory job. A spy job. I have a fourth dimensional view from here. Hey, I could even be in *your* Spectrum! *(Heaven forbid. Ed)* STOP!!! (Phew, whatta big note.) Preview to Ed's response – "This is a rough business to read!"
Jorge Manuel Cooreia Longo
Gaia
Portugal

This is a rough business to read. **Ed.**

Trainspotter Award



NOT SO KWIK

Your Sinclair is the best Spectrum magazine. Here in Portugal there are lots of Spanish and some English magazines, but you beat them all – even when you do some mistakes like the one I found in the December ish. In *Dr Berkmann's Clinic*, one of the games is called *Back To Skool*. Instead of *Back To School*! That's why I claim my Trainspotter Award. But don't worry, *Your Sinclair* is and will always be my favourite one.
Aritur Jorge Morais
Portugal

Ho ho ho ho! Thought you were being really clever, didn't you? Yes, you're right. In English the word 'school' is spelt, er, 'school' (with a 'ch'). The thing is that the game title is sort of a joke. 'Back To School', only he still can't spell 'school' properly. Hence 'skool'. What I'm saying is that it's a deliberate mistake, and by trying to be too clever you've ended up looking a right clot! And I don't care if you are from Portugal – you still can't have a Trainspotter Award (just a badge). **Ed.**

WHINGE MOAN RANT

I've just noticed that after more than four years the train in the Trainspotter Award picture hasn't moved. It hasn't splodged the prat to death yet, even though the train has movement marks on it. I therefore claim my Trainspotter Award.
Barry Scott
Fife, Scotland

Look again. Those movement lines are 'vibrating lines', not 'whooshy lines'. That's right! It's a British Rail train (ie stationary). The driver simply engages the motors after a two hour wait to make the passengers think "Aaah. We're off at last!" Then he turns the motor off and the train stops shuddering. Then he turns them on again. Then off. Then on. Then off. It can go on for hours. And in the case of the Trainspotter train it's gone on for over four years. Still, you can have a Trainspotter for giving me an excuse to slag off British Rail. Honestly, I know they've just got this new bloke in to sort things out, but it's not going to work. The whole thing's a shambles and all he's going to do is put the prices up and axe a few services. It's literally a nightmare, and I for one say "We've had enough!" **Ed.**

blows up, messing up my nice white walls (padded for extra security, because I'm stark-raving-bonking-bananas mad).
M Barrett
Pontypridd
Mid Glamorgan

Look, let's get something straight, shall we? You said "your very own Mike Gerrard". I have to tell you that he isn't mine. I can't stress this point strongly enough. I don't, and have never ever in my entire life, owned the bearded adventurer... I've never even borrowed him, to be quite frank with you. Honestly, the nerve of some people. Oh, and you might have noticed by now that YS is still as skill as ever. In fact, it's even skiller. It's now almost as brilliant as Garden Sheds Fortnightly! **Ed.**

EXAMINATION TIME

I am sitting my GCSE exams soon. Towards my exams I must complete various pieces of course-work. At the moment I am concentrating on my CDT Design Project. I must design a joystick and would like to know what your preferences are, and what sort of games it could be used for. For example...
1) Short response, steel shaft and microswitches = sports sims.
2) Microswitches, steel shaft and accessible fire buttons = arcade games.
That sort of thing.
Arthur Banks
Hebburn
Tyne & Wear

No problem. Here goes...
1) Joysticks with autofire switches = games for which you have to fire loads and loads of bullets really quickly, in lots of different directions.
2) Joysticks that are shaped like keyboards and actually have working typewriter keys built into them = adventure games.
3) Really cheap joysticks that are, despite their price, absolutely and totally brilliant = CodeMasters games.
4) Broken joysticks = games that won't load (ie for people with Spectrum +2As).
How's that? If you need any help with your A-levels, don't hesitate to ask. **Ed.**

KINDLY LEAVE THE STAGE

Crap joke time again, I'm afraid. **Stuart Richards** of Shropshire first with this pathetic variation on the 'what do you call a man with nine doofers on his thingy?' school of chortles. Take it away, Stew!
Q: What do you call a man with three pieces of wood on his head?
A: Edward Woodward!
And as if that wasn't bad enough, he's enclosed a 'sequel'...
Q: What do you call a man with four pieces of wood on his head?
A: I don't know, but Edward Woodward would!
Yaaaaaarrrgghhh!

Bit of a pervy one now, from **Steven Sandhu** of Kent. It goes like this...
There were seven dwarfs in a shower all feeling happy. Then Happy walked out, so they all started feeling Grumpy instead.

As old as the hills, that one – but believe it or not it actually wins a badge. As does the other. I must be mad. Send your crap jokes in now to the same old address. You've seen how low the standard can be.

SMALL PRINT

Admit it. YS is completely rubbish, isn't it?
Lewis Flabman
Bowthorpe, Norwich
That's blatantly untrue. YS is just a little bit crap (in rather a funky skillo sort of a way). Oh, and let me, on your father's behalf, apologise for your surname. **Ed.**

Why was Farty The Warthog called Farty?
Andrew Brodit
Biggin Hill, Kent
You mean you want me to spell it out? Noxious odours eminated from his already rather smelly bottom. Clear now? **Ed.**

Why does that idiotic kid in the Findus Crispy Pancakes ad keep pinning the boxes on his bedroom wall?
Shane Speck
Driffield, Humberside
More importantly, why does the idiotic kid in the Findus Crispy Pancakes ad keep on eating Findus Crispy Pancakes? **Ed.**

Failure on all three.
WE Noonan
Wallasey, Merseyside
No. The first one started going again. **Ed.**

BUD PICO'S HOW TO DO IT!



This month Bud comes clean about the recent bizarre events surrounding his grandmother! But first, a letter...

Dear Bud,
I've been having problems with cat fleas. Ever since my three Abysinians went missing recently a large number of tiny pests have emerged from my fitted carpets. They're everywhere and obviously in an advanced state of hunger since the odd disappearance of their feline hosts. Most of my family are now suffering from vicious bites, notably my young daughter who turned out to be allergic to the insects. Please inform me of a safe and economical way to remove these pests. (And how do I get my cats back?)
Yours worriedly
GK Chesterton

Dear GK
I was very sorry to hear about your misfortunes but I'm afraid they rather pale in comparison to my own. Why don't you move house? As for your missing pets, I believe the RSPCA could do you a good deal on replacements. Bingo!

As for my own personal life, well, it's been in complete tatters! If you remember, last month I was sent a letter from the Monopolies Commission about my references to a certain well-known breakfast cereal. Surely other brands were just as efficient in household chores and handyman tasks, they asked. And of course they were right! Rice Krispies are no better, and no worse, than any other popular cereal (to within a five percent margin).

So what's been going on? I can only hang my head in shame. You see, my gran, Madame Pico, for whom I've been standing in since her strange disappearance a few months ago, was abducted during her two week holiday in Spain! Apparently, her kidnappers were henchmen of an unscrupulous advertising agency, Finn, Finn, Nesbitt, Finn (and Finn), currently bidding for the Kelloggs Rice Krispies account! Unless I made constant references to their prospective client's product they said I'd never see Gran again. Thus all my DIY suggestions! I knew the ruse was looking wobbly when I started receiving personal visits from a very suspicious Alf Slater of Slater's Puffy Rice fame.

Anyway, the reason I can tell you this now is because Gran's just been rescued by the SAS! Yes, she's due to be returned any day, just as soon as they've debriefed her on the whereabouts of the now missing FFNF (&F). I suppose she'll want her column back now. Ho hum.
Cheers,
Bud

Intron

GROUNDSEL is a plant with all th... of a first-clas... MONDAY are capab... almost... sy... pust... groun... not in... There a... of other, n... that are cand... form of treatme... ous species of *puc*... weed hosts and p... results were obtai... early 1980s when *p*... *chondrillina* was use...

its short life cycle it can multiply at an alarming rate, flowering in every month of the year.

...flower ...es and ...

groundsel suffers from a rust disease. This is called *puccinia lagenophorae* and its symptoms are small brown pustules on the l...es and st...

secondary infections by systematically treating rusted groundsel with another fungus isolated from soil, called *botrytis cinerea*. The results ...devastating; stems of

...v problems in mod... The most obvi... ultimate fate ...

...owed in the ...rse was ex... ...nomers ...ctrum ...e of ...e ...rts.

BE... BELIEV...

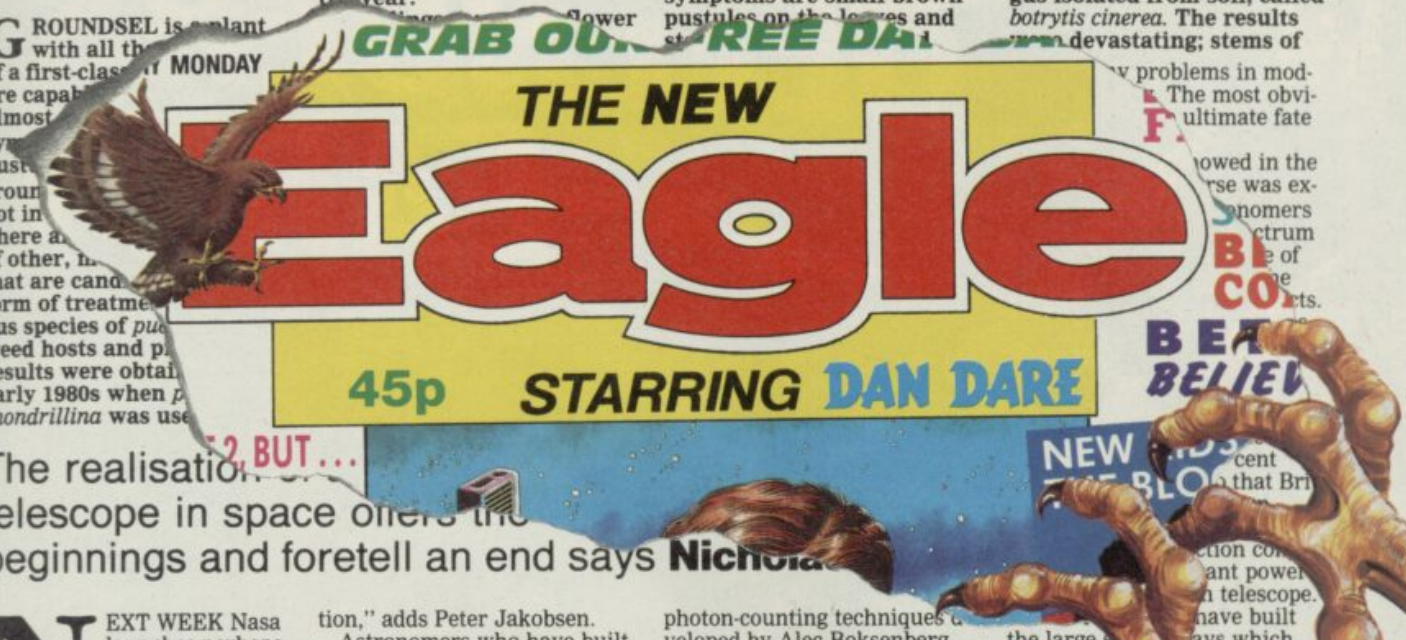
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...tion co... ...ant powe... ...h telescope. ...have built ...ays which ...h the m... ...pe an... ...on to the Sun. Th... they unfurl aft... ...e- what myst... des... ...y project offi... ...s a logic... mir... Design... open ...hen blinds, will be replaced every five years by astronauts o... replenishment flight...

Hubble was alway... ...ered a long-term pr... ...neers are already test... second set of solar ar... ...violet radiation is emitted ... hotter objects," says Mal... Longair. "There's an a... we can learn about the ... verse at ultraviolet wavelengths." Indeed, astronomers class this part of the spectrum as the "FM band" because of the detailed information the radiation carries about objects.

The strongest spectral lines of the most common elements in the universe, are chemical fingerprints characteristic of each element's unique way of ESA's Hubble co-ordinator.

Europe has a 15 per cent stake in the project so that Brit ish astronomers are extensively involved in the project. Another UK connection concerns the all-important power supply for the 11-ton telescope. British Aerospace have built the large solar arrays which



...2, BUT ...

The realisation... telescope in space offers the... beginnings and foretell an end says **Nicho...**

NEXT WEEK Nasa launches perhaps the most sophisticated instrument ever sent into space. The Hubble Space Telescope — named after an American pioneer of cosmology — promises to revolutionise astronomy and our perception of the universe. High above the distorting influence of our atmosphere, Hubble's 94-inch eye will have the clearest picture of the universe we have had.

In purely numerical terms, the telescope will increase the volume of the known universe by a factor of 100. Astronomers are expecting a corresponding quantum leap in their understanding.

The idea for a telescope in space was first mooted in the 1920s. Our view of the universe from Earth's surface is hampered by the atmosphere: it acts as a blanket which filters out the full range of radiation emitted by objects in space. Only certain wavelengths, specifically, visable light, part of the infra-red and some radio frequencies, can get through.

"In a sense all the images we have had up until now are 'dirty' ones," says Professor Malcolm Longair, director of Edinburgh's Royal Observatory. "Atmospheric turbulence also causes problems. Even gravity leads to distortions of telescope optics."

During the early years of the Space Age, unexplored regions of the spectrum were eagerly investigated with satellites. Optical astronomers — having the advantage of being able to do research from the ground — decided that if they were going to have a telescope it should be a biggie, a 3-metre mirror operated by astronauts. Throughout the 1970s, Nasa lobbied hard for this "Large Space Telescope", using all it had at its command, tion," adds Peter Jakobsen.

Astronomers who have built the scientific instruments have "guaranteed" access to the telescope for 200 hours. Jakobsen himself is interested in primordial clouds of gas created when the universe was a tenth of its present age. "We do not know whether they are still around today, or whether they evaporated or coalesced into galaxies.

"We really don't know what's out there," Peter Jakobsen says. "The best discoveries are the ones we don't know anything about." The same philosophy is echoed by the project's decade, adding a bill of $7 million per month while it was kept in storage. During congressional hearings to secure additional funds, administrator James Beggs tried to impress the political keepers of the purse by claiming the Hubble telescope was the eighth wonder of the world. "It ought to be at that price," a Congressman was heard to retort.

Such delays and spiralling costs led to criticisms that it is an idea behind its time. The wasn't." The Faint Object Camera will be used to assess the mass distribution in galaxies, so that theorists can try to pinpoint where this mass might be. "We'll have a far harder look at the Milky Way, so we may find out what causes star formation," adds Peter Jakobsen.

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photon-counting techniques ... veloped by Alec Boksenberg, now director of the Royal Greenwich Observatory. The FOC extends Hubble's visio... well into the ultraviolet, ra... tion which is normally absorbed by astmospheric oxygen and ozone.

"Generally speaking, ultraviolet radiation is emitted by hotter objects," says Malcom Longair. "There's an awful lot we can learn about the universe at ultraviolet wavelengths." Indeed, astronomers class this part of the spectrum as the "FM band" because of known objects, scientists will have a clearer picture of their temperature, physical and chemical properties.

Hubble's technological superiority is a constant refrain in Nasa's publicity effort, the ultimate expression of hyperbolic gee-whizzery. Its main reflecting mirror is so optically perfect that if it were scaled up to the size of Australia its mirror would have deformations no larger than an ant. Its pointing ability is equivalent to throwscope. "They're the sort you"ll find in any Earth-based observatory," says Malcolm Longair. "You might call them an astronomer's tool box."

The European Space Agency provided the "Faint Object Camera" (FOC) which uses photon-counting techniques developed by Alec Boksenberg,

For Eagle eyes only.

Enigma Variations/£9.95 cass
£14.95 disk

DEFENDERS OF THE EARTH



Rich Whilst swinging your pants on a Saturday morning you'll no doubt have caught a glimpse of *Defenders Of The Earth* on telly. I certainly have – probably 'cos watching pointless cartoons is about the only thing to do which doesn't involve getting out of bed. Anyway, ever seen it? Good, innit? But before you've had time to reduce yourself to the mental age of six, re-name yourself 'Trev' and shriek "A-ducking and a-diving, a-wheeling and a-dealing – we're flippin' crazy", *Defenders Of The Earth* appears on the Speccy. Blimey!

In case you haven't caught on yet, *Defenders Of The Earth* (the game, that is) is a conversion of the ever-popular cartoon of the same name. Our heroes take the form of Flash-pants Gordon, Mandrake the Magician, Lothar, The Phantom and pet Zuffy who all, er... defend the Earth from the nasty, mean, evil and generally not-very-nice-at-all Ming the Merciless who's intent on causing maximum mischief, the scamp. This time, though, Ming's gone completely hatstand and decided to take over the entire world, kidnapping the Defenders' kids into the bargain and threatening to kill them if anyone interferes. Cripes!

An extremely cunning plan is devised – dash in, grab the kids, deal with Ming, and dash out again. This is where you come in, taking on the role of Flash who's been volunteered by the others to do the dirty work, whilst they stay home in bed.

Luckily, though, should you run into any real trouble, such as a locked door or an unpassable chasm, then at the touch of a button one of your chums will be teleported along to help, do their bit, and then beetle off back home again. Funny how everyone else disappears when there's work to be done, eh, folks?

All this might seem terribly inspiring but actually it has little to do with the game whatsoever. Basically, we're looking at your standard hip-swivel run-about-and-shoot-things affair, where you simply, er, run about and shoot things all day.

Well, what do I reckon, then? On the plus side, it's quite fast and action-packed – you're not really on one screen for more than a few seconds before hurling yourself onto the next. Graphics are good too – lots of colour and smooth animation. A nice touch is the way which you walk behind some of the scenery rather than in front of it – very effective. Should you so desire, you could even sing along to the theme tune (a pleasant enough little ditty which is played at the beginning – not personally, I think that I'll stick that bit if I don't know the words). And I'm afraid that's your lot so far as 'good things' go.

Actual games are quite on the short side because the thing is so ruddy hard – and the fact that the map doesn't help either. And another thing – there are no extra bonuses or weapons to collect. What this means is that you're stuck with the measly pop-gun which you're given at the start, with no opportunities to up-grade at all. Sizzlin' frazzlin' jazzlin'. And as for the bit about summoning your friends – simply sellotape the 'Call Help' key down and help'll be at hand every time you need it.

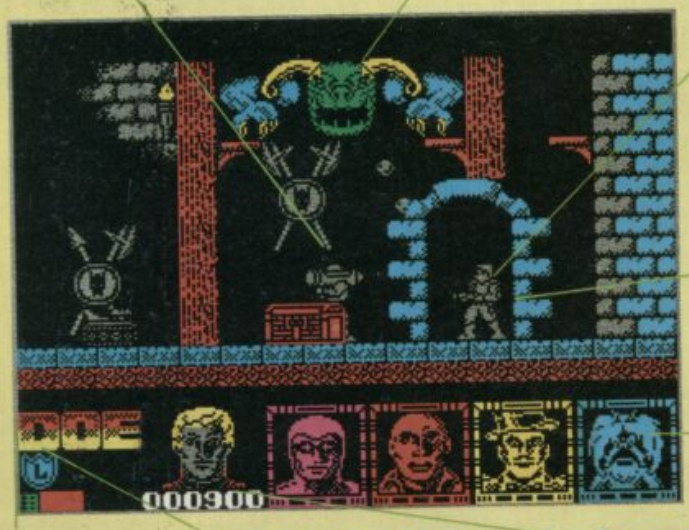
Overall, I read what was there, but there simply wasn't enough. All the levels (multiload, by the way) are remarkably similar to each other and the whole thing gets slightly too boring all to quickly. Not too bad, but unfortunately still a bit of a turkey. Merry Christmas!



That's Octon by the way, an extremely large and nasty robot who's about as helpful as someone who's deliberately not being very helpful at all.



You can't have your cake and eat it" as they say – not that that's got much to do with what's going on here though. Simply jump over the water – and pick up that extra energy icon on the way.



A Kamazakie soldier who'll hurl himself at you – draining vast amounts of energy as well. Simply pop him one from the old gun.

There are lots of things about, including this monster bloke and on-screen cannons which constantly fire at you but can't actually be killed. The only solution is to scarper, quick!

Our hero (ie you).

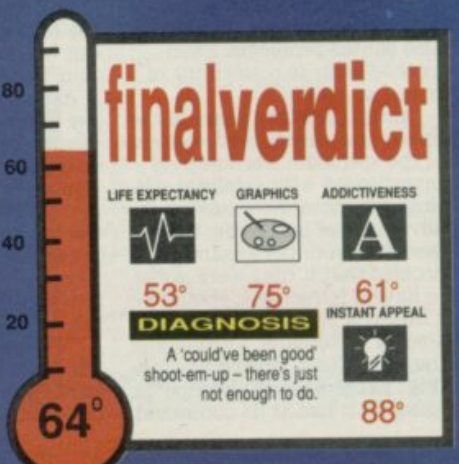
This door was locked a minute a go – but pressing "Call Help" has just summoned one of my chums to come and open it for me. No probs.

Talking of my chums – here they all are. If they're able to help you they start flashing (oo-er) and pop up in the game itself.

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Your score (not doing particularly well, are we, readers?).



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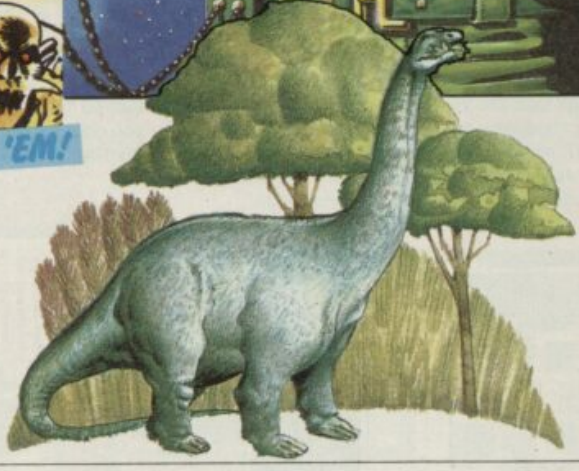
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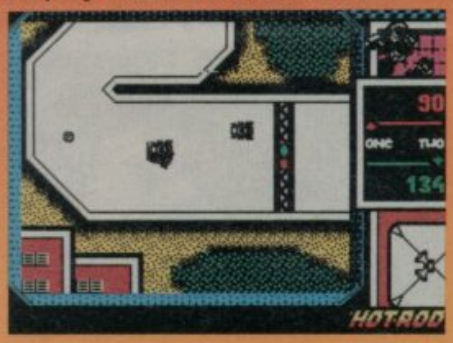
Activision/£9.99 cass/ £14.99 disk



Jonathan *Hot Rod* – it's a flipping driving game. And if you thought scrolling driving games were bad enough, flipping ones are miles worse, I can tell you. Especially when they flip just when you're not expecting it. (Actually, I just exaggerated a bit. *Hot Rod* isn't really flip-screen in the same way that *Cybernoid* is flip-screen, but then again it doesn't scroll as such either. Well, it does, but in sort of short jerky bursts. I'll explain in a minute.)

The whole impression of the game is a lot like *Supersprint* really, just not so much fun. Using the usual Left, Right and Accelerate controls you've got to send your little car hammering round the track, trying to beat Player Two (if there is such a person) and the computer's car(s). You get an overhead view of the track as usual (it's not a 'loop' though, more of a long, bendy thing with a beginning and an end). The difference is that you only get to see a bit of the track at a time. As soon as whoever's in the lead gets to the edge of the screen, zzzziiiip! The next bit's whizzed on. A bit unsightly really.

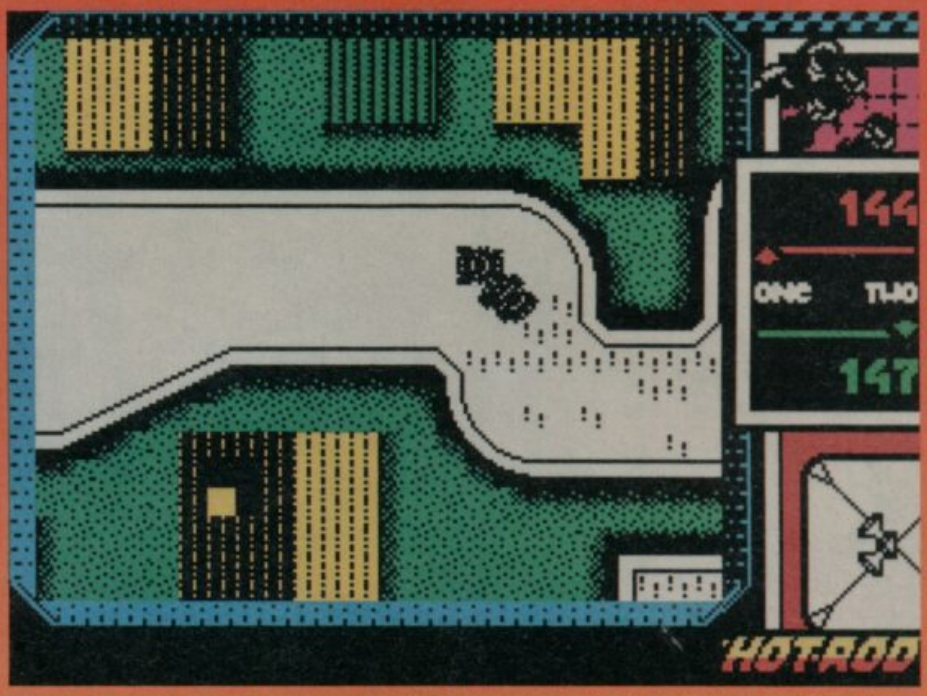
But, you may well be asking (I doubt it though), what happens if you're getting a bit left behind, and you get whizzed off the screen? Well,



Pulling away from the starting grid, there's already a massive shock horror death carnage (I'm strategically hanging back). I'm sure they'll be okay though as you can drive over/under/through whoever you like.

something slightly alarming happens. Your car starts flashing, and then gets picked up and dumped into the middle of the new screen that's just scrolled on. Hmmm. And then, just as you're getting sorted out and facing in the right direction to continue, the rest of the pack will inevitably have reached the next screen and it all happens again. Double "hmmm". That said, when you do get to grips with the controls you find that the computer's cars are hopeless. They keep getting stuck behind things and losing drastically.

While we're having a good old go at *Hot Rod*, it's probably worth pointing out that the graphics are useless too. They look like something out of a horrible piece of Christmas wrapping paper, or even a Codies game, and all the cars are the same colour (black, actually) so you keep forgetting which is yours. Even at the beginning (although

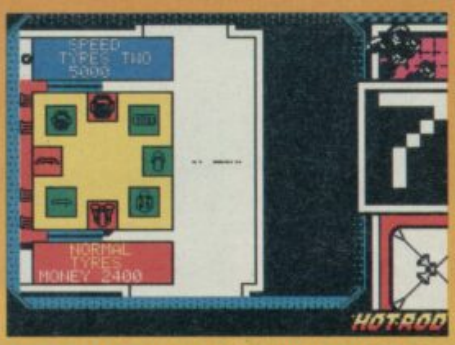


Yikes! There are lots of exclamation marks in the middle of the road!! Looks a bit 'significant'!!!

quite when the beginning is tends to be a matter of guesswork – there's no indication) you're in the dark as to which wheels are yours.

But there must be more to it than that, eh? And indeed there is. There's fuel to think about for a start. If you keep holding down Accelerate you'll run out of it fairly rapidly. And then there are the add-ons. Dotted all round the course are little icons, which give you various things if you pick them up. Money ones are the most handy, as you can cash them in after the race for new engines, tyres, that sort of thing.

There are lots of different tracks which, would you believe, multiload in. It's not that bad though, as they don't take long. The first couple are fairly straightforward – maybe a few bends or patches of exclamation marks to worry about. (These last things look like they might be oil or something – they make your car go a bit wibbly when you drive over them, but since your car is pretty wibbly anyway I couldn't quite suss them out.) Later, though, things get a bit more varied, with

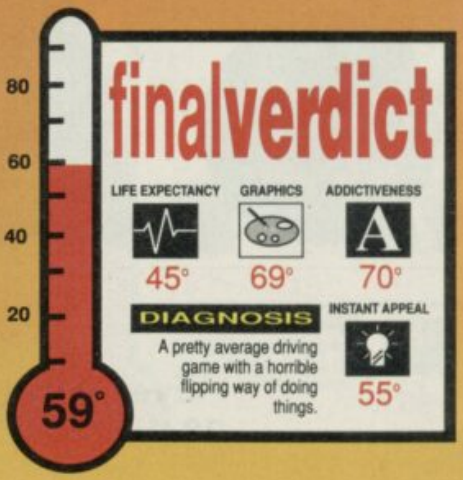


Here we are at Kwik Fit. What shall we have? A bucket? Or maybe a pocket calculator with handles on the side?

alternative routes and what look like bridges. I say 'look like' primarily to increase my word-count, but also because they're a bit spooky. They look like you can drive under them, but when you try you end up driving over them instead (if you see what I mean).

Hot Rod's one of those games where if you're doing really well you think to yourself, "Blimey, maybe I've got it all wrong – this is quite good after all," and then as soon as you crash, run out of fuel or whatever you swear vividly, hurl the tape across the room and reach for the Reset button. That's what I did anyway.

It's sort of okay(ish). If the graphics were a bit better, and if it wasn't quite so irritating, *Hot Rod* might be perfectly acceptable. As it is though there are loads of other overhead-view driving games around, including many on budget, so why don't you check out a few of those instead? Try the Codies' *Grand Prix Simulator* for starters.



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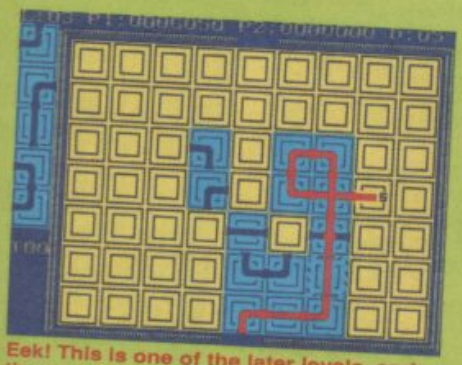
PIPE MANIA

Empire/£9.99 cass/£14.99 disk



Jonathan Laying a pipeline is quite a thought-provoking business. First of all you've got to decide where you're going to put it, and then there's all that dreadful, noisy digging-up-the-roads nonsense. Dust everywhere. And why do they always seem to pick my house to do it outside? Eh? Hardly an ideal subject for a fab Speccy game, you might think. But you'd be wrong. Terribly, terribly wrong.

Pipe Mania is one of those really good puzzle games. They're very much the thing to be seen playing at the moment, what with *Tetris*, *Klax* and probably loads of others topping the charts. In fact, they're brill! And *Pipe Mania* is quite possibly the best yet. At first glance it looks a bit like one of those sliding block puzzles, except that there aren't actually any blocks to slide. Not to start with anyway. And even when there are you can't slide them. So what do you actually do?



Eek! This is one of the later levels, and there are yellow blocks all over the place getting in the way! Yikes!

Start the game, study the screen carefully, and you'll notice a pipe marked 'S'. This is where the 'flooz' will start flowing from within a few seconds. What you've got to do is take sections of pipe, one at a time, from the dispenser at the side and place them onto the screen. In doing so you'll hopefully extend the pipeline from its humble beginnings to a huge great big thing, winding its way round the screen. If, in fact, you don't manage this, and the flooz hits the end of the pipe before it's gone through a specified number of sections, you're a gonner. If you make it, however, you'll clock up a score according to how many pieces of pipe have been flowed through. Any unused ones lying around will count against you.



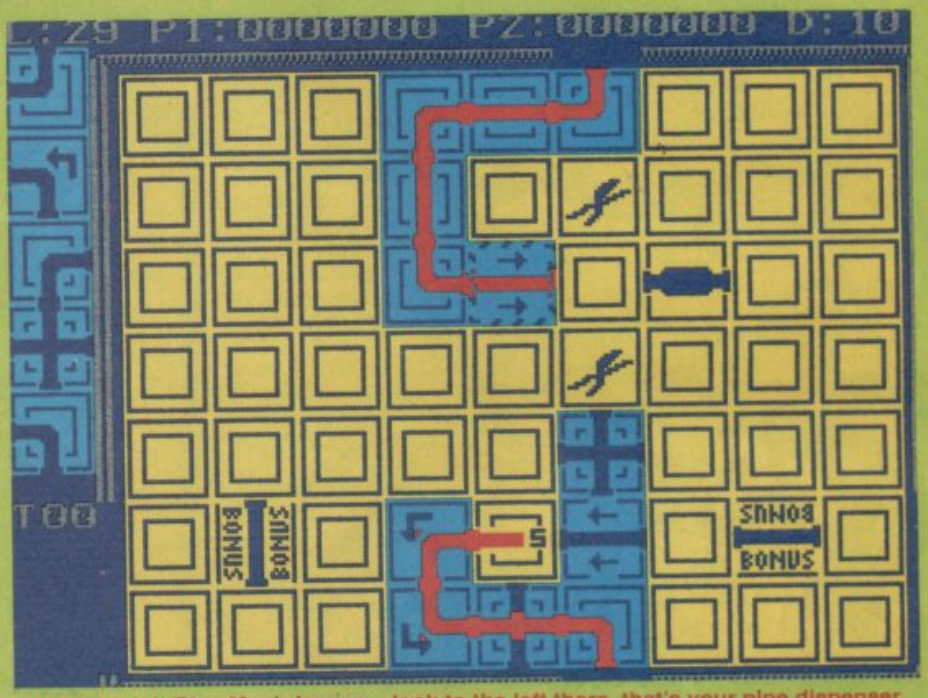
Look at this – the water's going crazy, but we've already got it flowing through 40-odd pipes – mega points ahoy!

There are loads of levels (with passwords to access them), and as you progress through them strange things start to happen. Objects appear on the screen. Sometimes they're special sections of pipe (like reservoirs which slow down the flooz, or bonus sections which give you lots of points if you route the flow through them). You may also suffer one-way pipes appearing in the dispenser. What's more, you may find holes in the walls around the screen – if you direct the flooz through one of these, you'll find that it reappears on the opposite side of the screen.

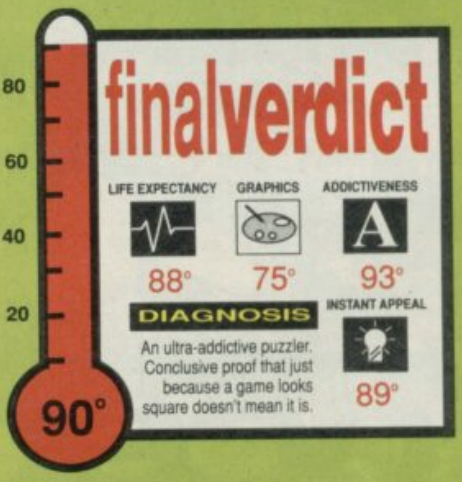
And it gets harder and harder. Not only does the length of time before the flooz starts flowing decrease, and the length of pipe you must make increase, but the order in which the pieces appear in the dispenser gets more and more awkward. Towards the end you'll find yourself having to plan the route ages in advance and fill up every last square on the screen. It's a toughie all right. There's even a two-player option. Each player gets a dispenser to him/herself, and the game becomes a competition to see who can get the most gunge through their pipe.

Presentation-wise, the game is well up to scratch. Admittedly there's not much that can be done to make pieces of pipe look terribly exciting, but there are a few tunes to brighten things up.

Above all, *Pipe Mania* is a 'fun' game. It's hugely addictive, horribly frustrating and all-round edge-of-the-seat stuff – recommended to anyone prepared to put a bit of brain-work into their game-playing. It's a Megagame okay.



Here's a quick *Pipe Mania* lesson – look to the left there, that's your pipe dispenser. 'S' is where you start and the red stuff is the flooz. Now get going!



TAITO'S ISLAND-HOP COIN-OP



SLIP ON YOUR MAGIC SHOES, PRACTISE THROWING A RAINBOW AND HEAD FOR

DOH'S ISLAND.

ATTACK DOH AS HE HIMSELF SPRAYS YOU WITH AN ONSLAUGHT OF BULLETS. YOU'D BETTER BE QUICK... THE

WATER'S RISING!



THERE MAY ONLY BE ONE WAY TO DEFEAT THE VICIOUS CREATURES ON

INSECT ISLAND

... FIND THE CUP OF DESTRUCTION ... YOU'LL HAVE TO BE PRETTY SLICK WITH YOUR RAINBOWS SO AS TO OVERCOME THE BEES, LADYBIRDS, SPIDERS, CATERPILLARS AND YIKES!! ... THE BEEHIVE!!



OH NO!

NOW I WISH I'D STAYED WITH THE BEES! THEY'RE JUST BUZZING BABES COMPARED TO THESE TANKS, PLANES AND 'COPTERS ON

COMBAT ISLAND.

YES, IT'S TIME TO BEAT THESE GUYS AT THEIR OWN GAME AND TAKE TO THE AIR ... NOW WHERE'S MY BOX OF WINGS?



NEXT STOP –

MONSTER ISLAND

– WELL YOU CAN JUST FIND OUT FOR YOURSELVES – WHEN GHOSTS, TROLLS SKELETONS AND VAMPIRES INVITE YOU TO SUPPER ... IT'S TIME TO HIT THE YELLOW BRICK ROAD!

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HINTS'N'TIPS YS TIPSHOP



He's an undercover agent with a stench to kill. He is JONATHAN DAVIES – The Man In The Bed!

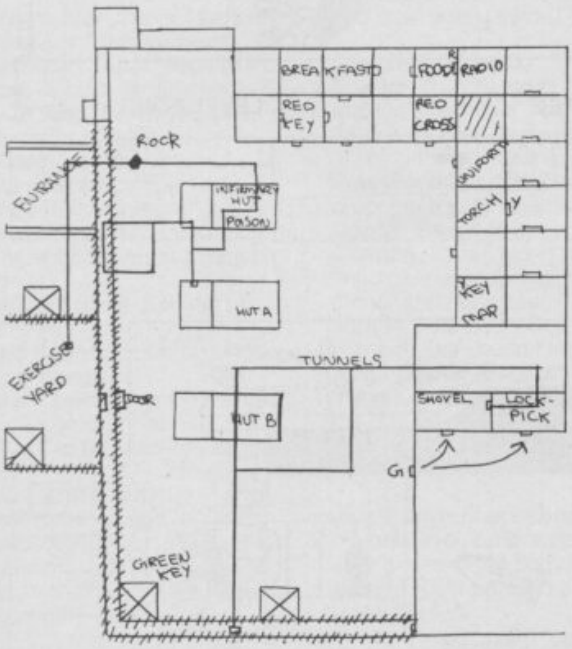
Intros are always a problem. I could waffle on about all the things I've been up to at Uni, but since I'm on holiday at the moment that might prove a little tricky. You wouldn't be interested anyway. The only other thing is to talk about 'tips', but I'm sure you know all about those already.

Nope, it's a toughie all right. Erm, I can't even think of any good jokes to tell you. I don't even think there's anything good on telly tonight (it's Thursday). What's worse, it'll be 24-hour Wimbledon soon, so I'll have to go and hide under the duvet for a few weeks. *(So what's new? Ed)*

All of which means that you're going to have to do without an intro this month. I'll try and come up with something a bit more exciting for next time though...

THE GREAT ESCAPE

This is one that's just come out on budget. But despite this, it's really quite good. The only real problem is solving it, but even that's been taken care of thanks to Derek Stuart's map. Oh, and his following tips – keep all items in the tunnel at hut A, and use the compass and map to escape.



Derek also adds that the map we printed a few years ago was wrong. I find that hard to believe, quite frankly, given *YS*'s unblemished record of quality tips, but I'll send him a badge anyway.

EMLYN HUGHES INTERNATIONAL SOCCER

Eeeeehh... er, no, I never was much good at impressions, least of all ones of football players. In fact, the slightest mention of footie tends to make me want to go and find something more interesting to do (like peeling the potatoes, or sending out Big Tips badges). However, rumour has it that some people out there actually like this kind of thing. I didn't believe it at first either. So, bearing this in mind, here are some footie-orientated tips from Jason Smallwood.

ELEMENTARY TIPS

- To become a good player it's necessary to get a lot of practice.
- After some practice, try using the back heels and the different kick directions.
- Choose your players manually – changing players is quicker.

ADVANCED TACTICS

These tips show how maximum efficiency can be achieved in different areas.

Taking Centres



1 Either kick the ball hard and straight...
2 ...or tap it down here where hopefully one of the players (A) will be able to get to it.

Auto Goalkeeper

Lobs Press Fire a second or so before the ball would cross the line (if the ball is level with you). Otherwise you'll need to press it a bit earlier. Be prepared for the ball to be deflected off you.

Volleys Press Fire to dive and lay along the ground. (Don't press Fire again or the goalie will stand up and allow the ball to go in.)

ATGK (Along-the-ground kicks) If the ball is level with you, press Fire as it draws near. (You can mistime and get away with it.) If the ball isn't level, follow the same method as the volleys.

Sliding Tackles



To do sliding tackles to gain the ball,wait until the ball is within about a centimetre away (don't worry about the player).



Then press Fire...

You should then gain the ball. NB Sliding tackles slow you down, so don't mistime them. To gain the ball at the opposition's centre press Fire as soon as the whistle is blown.

Penalties

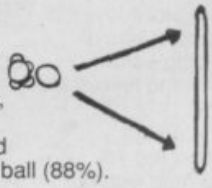
Method One



If only one kick direction has been chosen, either put full power into the shot (scoring probably about 70%) or lob it in by using about half the power (80%).

Method Two

Top View



For kick directions, use full power and angle the ball (88%).

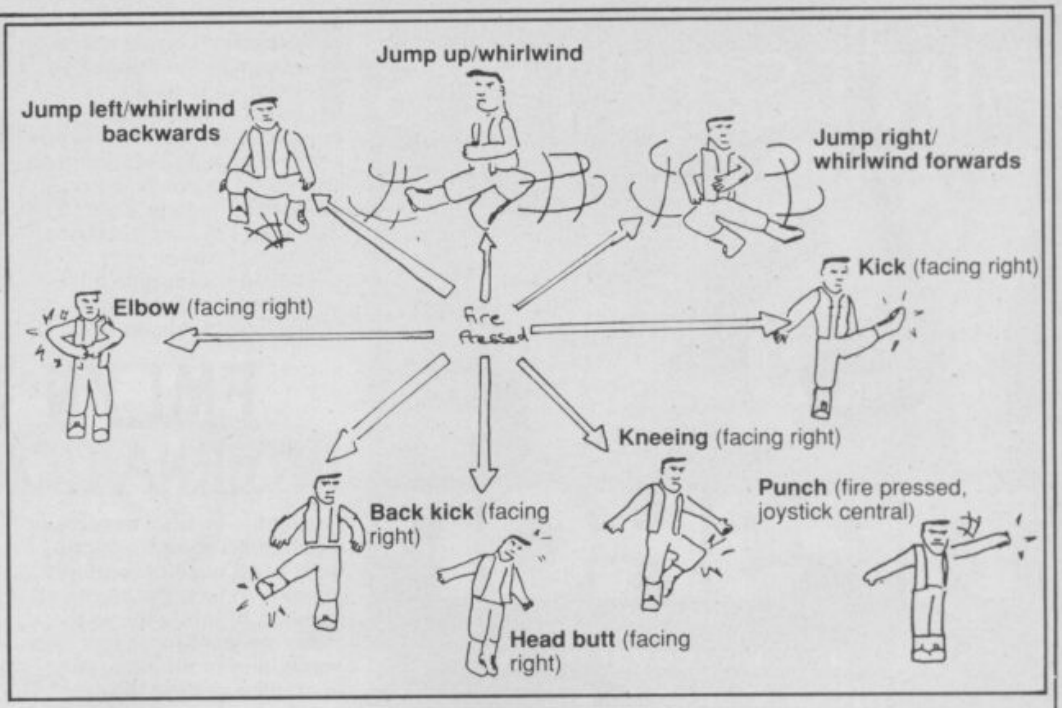
Method Three

Same as Two, except use half the power and lob it (94%).

Thanks, Jason. I'll feed your name into the notoriously stingy *YS* Big Tips Badge Processing Machine, and hopefully you'll get a badge within no time.

TIP O'THE MONTH

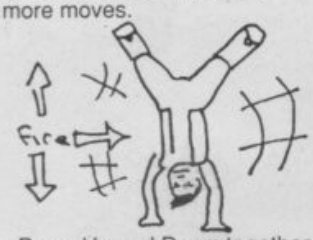
DOUBLE DRAGON II



This is one of those beat-'em-up things, I'm afraid. Still, a tip is a tip, and here's a huge bundle of them from Stephen Hancock.

TIPS

• Don't use joystick, use keys. You'll find you can achieve more moves.



• Press Up and Down together, with either Left and Fire or Right and Fire, and you'll do a cartwheel. This is useful for getting out of tight spots.

HOW MANY HITS NEEDED TO KILL THE ENEMY

Kick – good (two hits needed)
Punch – pretty good (three)
Whirlwind – brilliant (one)
Headbutt – pretty good (three)
Elbow – good (three)
Back-kick – useless (you can't kill them at all)
Kneeing – average (weakens them)

THE ENEMY

This bloke loves to chuck things at people – from boxes to knives.



She enjoys smashing you in the mug with her mace.



This bloke thinks he's hard – he picks you up from the neck and shakes you.



The hard-man with the braces – he just slaps you.



These ones like punching you, so make 'em eat boot!



Willy – he's more violent, but dies easily. Don't try kicking or punching him or he'll fill you with lead, so give him a whirlwind kick.



THE WEAPONS

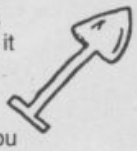
Knife Good, you can hit the baddies from a distance.



Mace Not bad, but you're usually hit before you can use it.



Spade Good, one or two hits to kill, but lose it before you reach the combine harvester or you won't be able to jump.



Boxes These will knock down two at once.



Boulder Same as boxes.



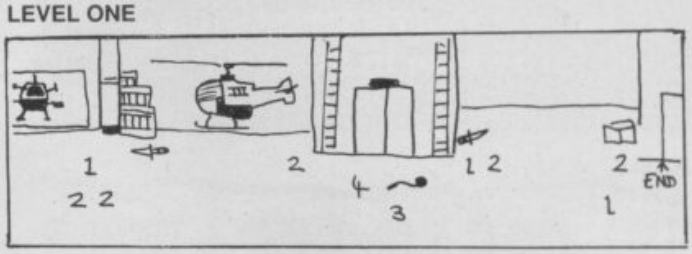
Grenade Pick it up, then chuck it because you've only got a few seconds before it goes off.



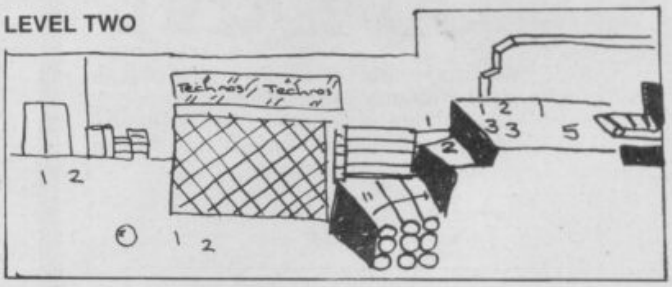
Log Same as boxes.



LEVEL ONE



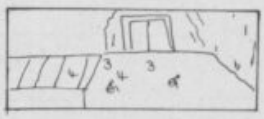
LEVEL TWO



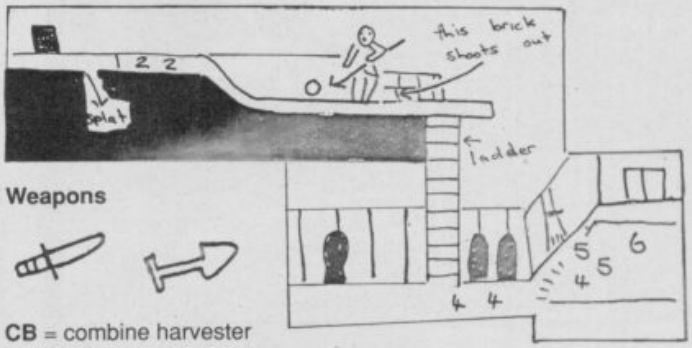
LEVEL THREE



LEVEL FOUR



LEVEL FIVE



Weapons

CB = combine harvester

KEY (numbers, the enemy)



Well, there we go. Thanks, Stephen. Anyone who's still stuck after that lot must have their joystick plugged in the wrong way round or something.

DR. BERKMANN'S CLINIC



Got a gamesnag? See the specialist!

The Sinclair Spectrum. A computer barely alive. But we can rebuild it. We have the technology...

Actually, it seems to be doing reasonably well without us, which is more than can be said for this lot...

WORLD CHAMPIONSHIP BOXING MANAGER

"If you're so clever with *Football Director*," writes an aggrieved Richard Corden, "what about this notably fab boxing sim? Get your thinking gear around that one, four eyes!" I wouldn't mind, only I don't wear glasses. But, by an amazing coincidence, I had a letter this morning from **Paul Carter** with tips galore, and here are some of the best...

"When offering first contract, bear in mind that you might not get time to get any of your fighters a title shot, so don't put any in. Always get scouts to check opposing fighters so you can plan your boxer's tactics. Jab and Move is a good tactic to start with, especially if the opponent lacks stamina. Due to inputting inaccuracy, adrenalin should be used for cuts, ring work is good for speed, and punchbags are good for accuracy."

Hang on, here are some more tips over the page, this time for *Tracksuit Manager*. Goodies, too.

"The sweeper system is better than offside as long as a fit player is playing the role. When watching your team play, try replacing players who are not passing accurately. And any players who are injured should be substituted to ensure that there's no further injury. Start by playing easy countries (like Greece and Cyprus) to build up morale and try out new players."

Well played, Paul. More tips on these welcome.

GLIDER RIDER

Paul Cheeseman was glued up on this one mighty nastily, as we doctors say. "Does anyone know what the external reactors are," he begged, "and where they are?" **Steven Calvert**, egg of eggs, does. "They're the ball-shaped buildings with three small windows." How to disable the lasers? "Drive into the radiomats," writes Steven, "and while the lasers are scrambled, change into a glider and bomb the reactor. Alternatively, POKE 37441,0 or use the hack in Smash Tips." Oi! This is a hack-free zone! (Is this your car, sonny?) "Oh, and to change into a glider, drive down a hill and flick the controls in the opposite direction. For more info," he ends helpfully, "write to Bug-Byte."

LAST NINJA II

Poor **C*rl J*cks*n** is rather embarrassed about this one. "You may laugh at this, but I can't even get past the second screen – I feel so dumb!" Worry not, and naturally we will respect your desire not to be identified as Carl Jackson (of Milton Keynes, Bucks). Anyway, here's what you do. You begin in the bandstand. Slip behind the curtain, duff up the guardian and punch the little square on the wall. Go back outside and voilà! A trapdoor has opened. Any more probs, Carl, drop us another line.

HAYLP!

Clinicians, your help is needed now!

Rob Young: "In *Snoopy*, what do I do with the rubber ring and pump?"

R Nicks (aged nine): "How do you kill the meganasty at the end of Level One in *Forgotten Worlds*?"

Jenny Argyle: "In *Equinox*, how do you use the computer to teleport once you've got the disk?"

And that's your lot. If you've got a gamesnag, or you can help with one, just write to me at the usual address.

Now, nurse, where were we?

RAINBOW ISLANDS

Personally, I think cutesy games ought to be banned. All those icky little graphics and dinky tunes make me want to express my feelings directly into a bucket. But then, why deprive Matt of his one simple pleasure in life? Here are some cute 'n' cuddly tips from *Johnny Frears* for a particularly offensive little number, *Rainbow Islands*.

Yellow Star Sends loads of little stars flying upwards.
Red Star Sends loads of little stars flying in all directions.
Blue Ring Gives you loads of points for walking.
Waistcoat Makes you indestructible.
Shoe Extra speed.
Jewel Collect the seven different colours for a mega-bonus.
Yellow Potion Speeds up rainbow.
Red Potion Extends rainbow (max three).
Leaf Gives you a fairy that circles around you.
Blue Cross Destroys all aliens.

INSECT ISLAND



Caterpillar Just walks along platforms, and occasionally leaps off.



Bee Flutters about all over the spot.



Hive Falls down the screen, and distributes bees everywhere.

Ladybird Crawls along platforms, then flies after you! (Extremely dangerous.)



Spider Bounces about above you.

Mega Spider A doddle to destroy (providing you're not crap). Just keep out of its way and blast it as it lands.

COMBAT ISLAND
Trucks Trundle along platforms making straight for you.
Tanks Trundle along platforms blasting the occasional shell.
Plane Flies from side to side, dropping bombs on you.
Copter Bounces about.
Cannon Slides along platforms firing cannonballs that fly into the air and disappear.
Man In Box Launches grenade, but doesn't move.
Mega Copter Blast him as he passes overhead, blast him on the ground and then jump onto the higher platform and break rainbows on him.

To get loads of points at the end of each level, build a stairway up into one of the corners, keep Up and Right pressed and press the Fire button quickly.

TOYLAND Here's a diagram...



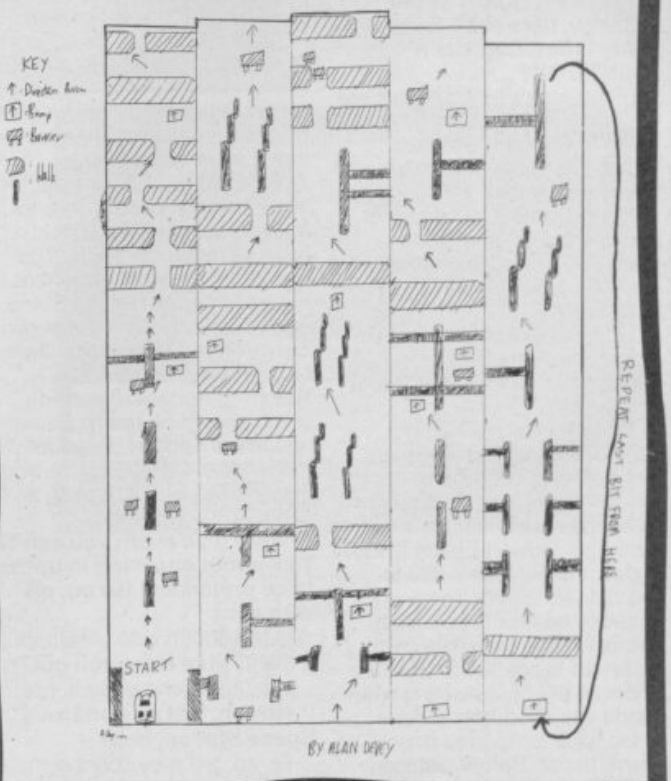
And here's a badge. Ta, Johnny.



THE RACE

Right, here's **Alan Devey**'s map of *The Race*, which was previewed on a fab Smash Tape a while back. As it's a bit on the scrolly side you'll need to keep one eye on the screen and the other on the map. Alan also sent a stick of chewing gum, which was quite nice except that it made every single tip, and the whole *YS* office in fact, reek of spearmint.

Don't forget though – bribes are always welcome.



FUTURE BIKE SIMULATOR

Can't say I've heard of this one, but just in case you have here are a couple of tiplets from Gerard Sweeny.

Don't bother too much about the power-up option in the shop – it's really just a waste of money as your power goes up when you exit from the shop anyway.

Also, ignore the 'LOAD LEVEL' message. Fast-forward the tape to the level you want (you may have to take the Ear lead out to do this) and play the tape from there.

Jolly good, Gerard. Thanks.

AFTER THE WAR

A-ha, it's Spanish, this is. And pretty tricky as I recall. So who better to give us a some help than, um, Gerard Sweeny (again) – he's found the code for Level Two.

Sure have. It's 94656481.

Brilliant.

STARGLIDER II

And now, for all those 'lost in space' Spec-chums who are growing a tad weary of not being able to find the Egron Space Station to refuel their ships (well, I know of one anyway), here's CR Scott with a tidy little *Starglider II* tippette. CR?

Right, here's how to complete the game (almost)...

1) Go to Castron. Get mini rocket. Go to depot and get bouncing bombs.

2) Go to Dante. Get cluster of nodules (oo-er) then go to Uista. Get Uistan wine and flat diamond (you can only carry three items).

3) Go back to Apogee depot. Press Y-key and wait for messages to end. Leave depot and refuel.

4) Go to Broadway hiding behind Millway. Get all Emma IIs when collecting the one with the professor aboard. A radio message appears. If no message, jettison Emma II. Go to depot to get lasers. Go to coordinates 00-00. Bomb projector base with bouncing bombs. Leave Broadway with professor inside the Emma II. Shoot all aliens, collecting what goods you need from pirates.

5) Go back to Apogee depot. Leave depot. Refuel. Jettison empty Emma II.

6) Go to Enos. Get tree. Go to Castron depot. You will be given Castro bars in exchange for the tree. Leave depot. Refuel.

7) Go to Aldos. Get nuclear fuel and mineral rock. Go back to Apogee depot. They should have all materials. (Asteroids can be transported anywhere.)

8) Leave depot. Refuel. Bomb (with bouncing bombs) the two bases on the moons of Millway, both at coordinates 00-00. Return to Apogee. Neutron bomb should be ready. Refuel and leave Apogee. Head for the moon Near Q-Beta. I hope you can find the Space Station as I can't.

What d'ya mean you can't?! Talk about sneaking in under false pretences! Go on, off with you!

Hang about! I ain't finished...

Well, what have you got?

Um, just some general tips.

Hrmph. Not as good as a Space Station, is it?

Er, no, but they could come in handy...

Oh, all right then. Carry on.

TIPS

- Shoot all aliens, except when refuelling as this will destroy power lines.
- Don't use Stardrive too often as power drainage is very great.
- Shoot all pirate ships – they can steal your cargo.
- Shoot cargo ships on Millway's moons – they leave items.

Mmm. I suppose you'll be wanting a badge now.

Yes please.

I'll think about it.

(Don't be such a grumpy git or I'll fire you. Ed)

Er, have a badge.

NEW ZEALAND STORY

I thought we'd done the cheat for this. Not so, according to Ryan Ingram-Seal, whose very name is excuse enough to print something from him.

I realise that the 'FLUFFY' cheat is a bit old hat, and everyone knows that pressing Enter jumps to the next screen, but did you know that typing 'PHILLIP' on the menu screen gives you a jumbo-sized weapon?

No, actually. Goodbye.

Space

..., apart from being the final frontier and everything, has completely run out. I'll have to chuck out the remaining heap of tips to make way for next month's batch, so don't be scared – make that map, chance upon that cheat mode, er, solicit that solution and send everything to me, Jonathan Davies, at *YS* Tipshop, *Your Sinclair*, 30 Monmouth Street, Bath BA1 2AP. And don't forget – fabulous 'I've Got Big Tips' badges abound for the chosen ones.

PRACTICAL POKES

It was a close-run thing. We wanted him for his POKEs and his teacher wanted him for his A-Level timed essay. JON NORTH is back... and this time he's failing his exams.

This month, I decided to invest in a SoftRom. It gives me total control over the computer for 65 quid and makes hacking simplicity itself. Unfortunately, it was custom-built by one of Graham Mason's mates and you can't get them any more. So instead, you'll just have to make do with this lot...

NEW ZEALAND STORY

Here's a hack to give your little Kiwi infinite lives. It uses a new Speedlock, so get ready – 300 numbers comin' up...

```
10 REM NZS by Jon North
20 CLEAR 32E3:LET T=0
30 FOR F=33E3 TO 33309
40 READ A: POKE F,A
50 LET T=T+(F-32990)*A:
NEXT F
60 IF T<>5186631 THEN
STOP
70 RANDOMIZE USR 33E3
80 DATA 221,42,14,130,237
90 DATA 91,16,130,62,255
100 DATA 55,205,86,5,48
110 DATA 240,243,42,18,130
120 DATA 6,0,126,254,195
130 DATA 32,3,35,35,35
140 DATA 126,254,49,32,23
150 DATA 35,94,35,86,235
160 DATA 94,54,206,35,86
170 DATA 54,129,237,83,217
180 DATA 88,42,18,130,229
190 DATA 195,168,129,14,10
200 DATA 9,126,254,184,40
210 DATA 2,237,66,14,7
220 DATA 9,126,254,205,32
230 DATA 5,14,26,9,24
240 DATA 215,237,66,35,126
250 DATA 254,33,40,3,35
260 DATA 35,35,126,254,49
270 DATA 32,6,14,27,62
280 DATA 244,24,51,14,9
290 DATA 9,126,254,119,32
300 DATA 6,14,25,62,246
310 DATA 24,37,254,134,32
320 DATA 6,14,29,62,244
330 DATA 24,27,254,170,32
340 DATA 5,14,9,9,24
350 DATA 160,254,146,32,6
360 DATA 14,28,62,245,24
370 DATA 8,254,194,32,87
380 DATA 14,11,62,249,42
390 DATA 18,130,17,222,88
400 DATA 213,8,126,254,195
410 DATA 32,6,175,18,19
420 DATA 35,35,35,8,237
430 DATA 176,35,35,35,34
440 DATA 217,88,33,174,129
450 DATA 14,5,50,175,129
460 DATA 237,176,58,20,130
470 DATA 237,79,201,32,0
480 DATA 195,179,129,237,95
490 DATA 7,214,8,15,50
500 DATA 20,130,42,217,88
510 DATA 34,18,130,195,252
520 DATA 128,83,178,136,164
530 DATA 132,99,96,94,106
540 DATA 237,95,7,214,6
550 DATA 24,227,33,201,251
560 DATA 94,35,86,235,229
570 DATA 1,182,0,237,66
580 DATA 17,128,251,78,115
590 DATA 35,70,114,237,67
600 DATA 12,130,42,21,130
610 DATA 34,9,130,33,4
620 DATA 130,1,10,0,237
630 DATA 176,33,23,130,14
640 DATA 65,237,176,201,17
650 DATA 138,251,237,83,0
660 DATA 0,195,0,0,28
670 DATA 237,205,17,124,237
680 DATA 46,81,254,175,50
690 DATA 59,198,195,192,93
```

DARIUS +

I think that this is the first hack for an Edge game since *Fairlight* – it's the first one that doesn't have the Alkatrazz protection system on it anyway. Here's an infy lives jobbie...

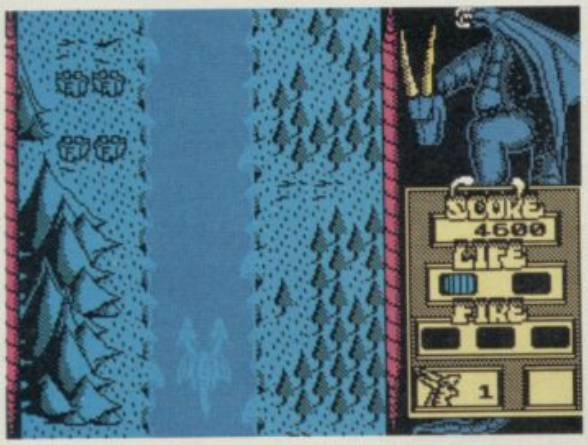
```
10 REM Darius by Jon North
20 CLEAR 63999
30 FOR F=6E4 TO 60031
40 READ A: POKE F,A: NEXT
F
50 RANDOMIZE USR 6E4
60 DATA 221,33,203,92,17
70 DATA 29,2,62,255,55
80 DATA 205,86,5,48,241
90 DATA 33,120,234,34,212
100 DATA 93,195,142,93,62
110 DATA 24,50,52,130,195
120 DATA 4,188
```

BUENOS NOCHES!

Come on, you lot – the mailbag was so empty this month I had to do it all myself! So go and read this month's *How 2 Hack*, have a bit of fun with it, and send your results to me, Jon North, at PP, *YS*, 30 Monmouth Street, Bath BA1 2AP. See ya!

shoot 'em up

NOURISHING TIPS



DRAGON SPIRIT

arcade adventure

NOURISHING TIPS



COUNT DUCKULA

shoot 'em up

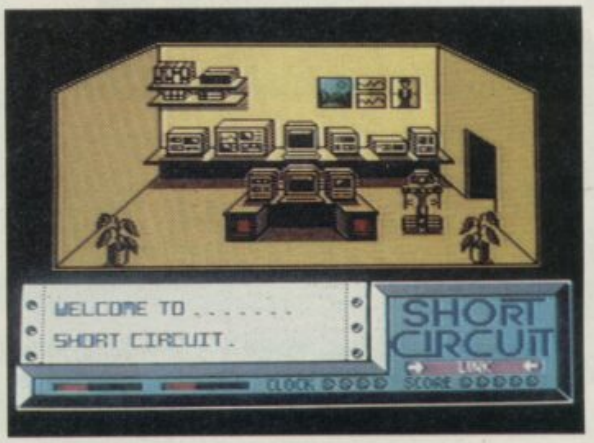
NOURISHING TIPS



FALCON PATROL II

arcade adventure

NOURISHING TIPS



SHORT CIRCUIT

Count Duckula
by **Paul Luby**

Here's something pretty wacky I've just discovered – just press down all the keys on the keyboard and the '*Count Duckula*' title changes to '*The Revenge Of The Banana Milk*'. When you start the game, the main character, Duckula, has changed into a Banana Milk Bottle! Also, once you've picked up one key you can walk through all the doors without needing any more. I know it sounds daft but it works.



Dragon Spirit
by **Peter Munday**

Here's a handy-dandy tip for using the power tokens. Most of them are worth getting apart from three. The three cabbages are...
1) Fire Power
2) Evil Power
3) Shrink Dragon
Fire Power gives you an impressive amount of power, but it's too slow and does not kill enough bad guys. It's a quick way to lose a life. The Evil Power isn't worth getting as it makes the bad guys more evil, and the Shrink Dragon is annoying because a) you lose all your heads and b) you lose any special fire power you may have.

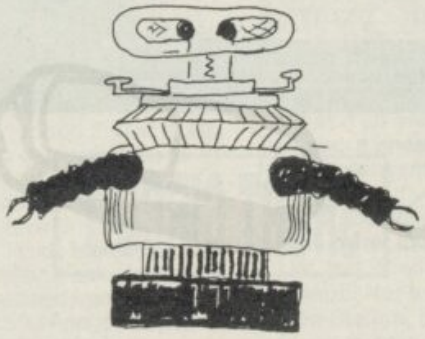


Short Circuit
by **Andrew Young**

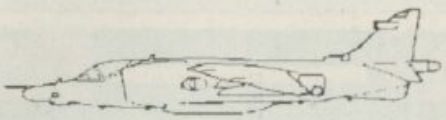
I've just found two mini-games in *Short Circuit*, the new budget re-release. To play them, follow the info below.

Fruit Machine
R, load programs, search drawer unit, get blue card, l, search palm, get coin, d, d, d, use blue card, go through door and use it again, r, u, r, load programs, l, use coin at desk.

Space Invaders
Follow info above, then search desk, get 10p, d, l, l, u, drop blue card in sink, u, search desk, get red card, d, d, r, u, u, r, r, use card, go through door, use card again, d, d, r, u, use 10p at desk.

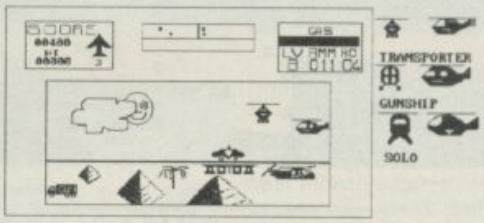


Falcon Patrol II
by **Christian Van Tilburg**



Falcon Patrol 2
A Complete Tips From the FLY BOYS.

CJ AND MONTY!



The easy way to kill radar disruptors and cannons..
1. Press the direction you wish to fly.

2. Then tap the up once you will be able to fly along the ground.

3. Fire forwards to kill the problem. eg:-

YOUR STRUGGLE... GIGANTIC, YOUR FIREPOWER... GARGANTUAN, YOUR FAILURE ...GENOCIDE !!

ONCE YOU HAVE FACED THE ALIEN HORDES OF ALPHA CENTAURI IN ...

X-OUT

YOU MAY JUST BE READY TO CONFRONT THE FEARS & NIGHTMARES OF ALL MANKIND...



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*(*Amiga version)*

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Delta CHARGE!

Thalamus/£9.99 cass



Davey Look here, I'm going to tell you about a really exciting game. You pilot a spanking little space fighter on a mission to protect Terra (that's Earth to us, Spec-chums) from oodles and oodles of nasty aliens. Blimey! Sounds thrilling, eh? And it is! Guess what it's called? Yes... *R-Type*! (Ho ho.)

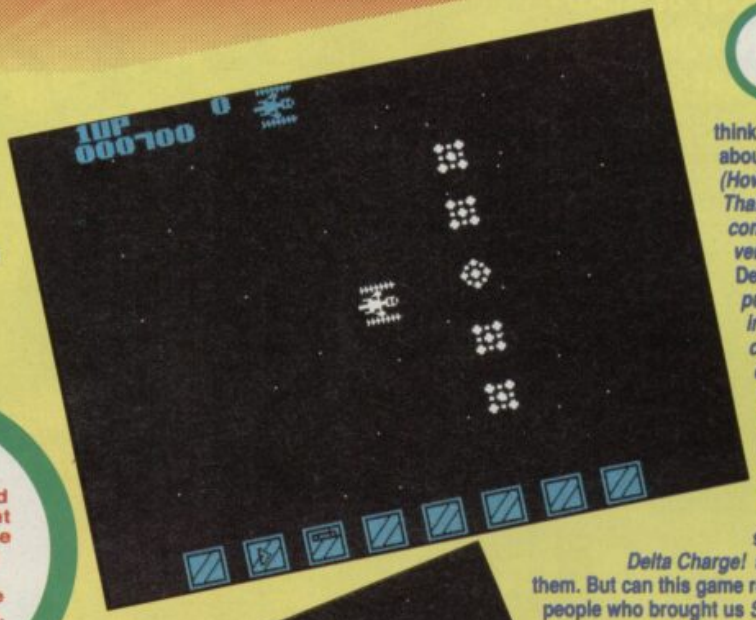
Now let me tell you about this other game. You pilot a spanking little space fighter against oodles and oodles of different aliens (in this case the rather oddly-named Hsiffian Khanates!). Sounds equally thrilling, doesn't it? Well, I'm afraid it's not. It's actually a little bit useless. I mean, let's be frank, you can jolly well have as many weird 'alien names' as you like, but if at the end of the day you can't disguise the fact that the aliens they refer to are just squidgie little white circular thingies then you 'ain't got diddly squat'.

And such is the stuff of which Thalamus newie *Delta Charge!* is made. It's a horizontally-scrolling shoot-'em-up in glorious monocolour which lets you join the Damocles squadron (Damocles? Now that'd be a great game, ho ho!) in your battle against the 'Hsiffies', as I like to call them. A particularly thrilling battle, this one, because in it you not only encounter packets of these Polo mint lookalikes, you also come across hosts of flying crates (you'll be able to recognise these because they're the squidgie white little square-shaped thingies). Shoot lots of bad guys and you'll earn enough credits to turn a couple of these crates into extra weapons (otherwise they're just spaceship-smashing obstacles for you to avoid!). Sounds spiffing so far, doesn't it? (I don't think.)

So what else is there? Well, there are seven different power-ups to collect for a start, including the usual shield, multiple fire and extra ammo icons, and not forgetting of course the, er, 'fish weapons from the Planet Slot' (it sez here!). You can also get extra speed power-ups (which, considering the rate at which your spaceship moves, will probably prove a huge asset). And, um, that's about it. I can't really think of anything else to write about this game actually. *(How about the fact that Thalamus didn't commission this Speccy version of its old C64 game* Delta *at all, but has just published something an independent programmer called Jason McGann came up with off his own bat? Ed)* Oh, well yes, there is that.

Look, maybe I'm just getting a bit grouchy in my old age. Perhaps some people could squeeze some fun out of *Delta Charge!* and the best of luck to them. But can this game really be from the same people who brought us *Sanxion*? (I mean, okay, *Sanxion* wasn't graphically brilliant either, but it did well in the gameplay stakes, something conspicuously absent in *Delta Charge!*). The way I see it, there are a hundred and one shoot-'em-ups out there that are miles better than this one, and seeing this released really is a significant step backwards for Speccy technology. Come back *DNA Warrior*, all is forgiven! (Well, almost all.)

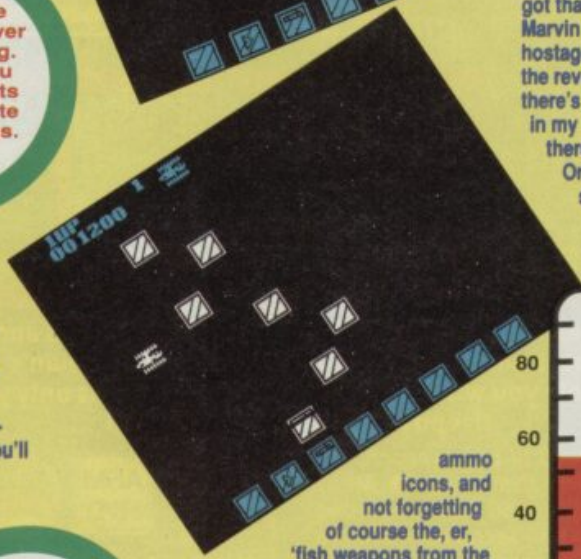
Now if you don't mind I'd rather talk about some more interesting things called 'Delta'. Hmmmm, let me see. Tonight on Sky Movies (as I write this back towards the end of April) we've got that crap film *Delta Force* with a very old Lee Marvin as an American commando rescuing hostages from a hijacked plane in Beirut (sadly the reverse of real life events, fact fans). Um. Then there's my full-sized pinball machine which I've got in my bedroom, the Bally 'Delta Queen'. Oh, and there's the Mississippi river delta down New Orleans way, home of crawfish gumbo and serious boogie-woogie music, and... *(That's enough more interesting things called 'Delta'. Ed)*



Eek! Your little ship is about as fast as a very tired snail, so this 'giant spinning Catherine Wheel' thingie is bound to get you! (Nothing like a bit of defeatism, eh, Spec-chums!?)



Phew. Space wars were never so frightening. Quiver as you encouter hosts of sort of white circular things. (Yawn.)



Oh no! It's a squadron of white squares! Perhaps one will contain a 'fish weapon from the planet Zlot'!



finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
50°	56°	60°

DIAGNOSIS *Delta Charge* – the game that makes *DNA Warrior* look like *R-Type*! (ie it's a bit crap.)

INSTANT APPEAL 55°

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KEY SOFTWARE

NEW TITLES SENT DAY OF RELEASE

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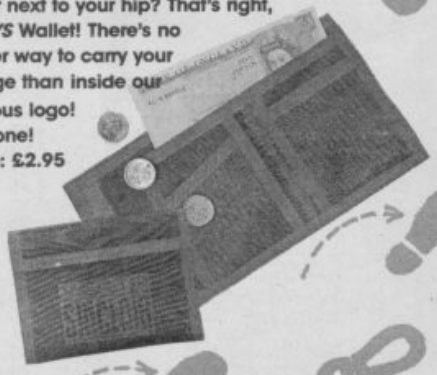
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IT'S A MUST!!

Who's the cat that won't cop out when there's danger all about?
Well, if you've been reading this issue you should have a pretty good idea! It's *Sly Spy Secret Agent*, that's who! He's the chap who's more like James Bond than James Bond himself, and stars in Ocean's latest Speccy full-pricer – a sure-fire hit if ever we saw one! Check out the Megapreview on page 18 if you don't know what we're talking about, then rush straight back here (don't linger mind!) and we'll tell you all about the compo.

You say these prizes are pretty bad?
Shut your mouth! They're nothing of the sort! For starters we've got the Fuji 'DL800' Zoom 35mm Compact Camera. It's a neat little sausage, coming complete with 40-80mm motorised zoom lens with macro facility, auto focus and auto exposure. And there's more! How does motorised film loading grab you? It's got a built-in sensor flash, self timer and DX automatic film speed setting too – whatever that is! In fact, it's just the sort of thing *Sly Spy* himself might take on a mission with him for a few top secret spy-type snaps (if he wasn't too busy saving the earth, that is)!

Twenty runners up shouldn't be disappointed though – they each get their very own copy of *Sly Spy Secret Agent* to play in the privacy of their own homes! Hurrah!

It's a complicated competition and no one understands it (including us)...
Well, that's not quite true. In fact, we understand it perfectly, and so should you – it's easy as pie. At the top of the page you'll see some photos of a few pretty mean-looking chappies. They're just the sort of people Sly Spy would go up against, or at least he would if James Bond hadn't already had a crack at them (in a series of pretty successful films in fact). What we want you to do is simple – just name the Bond movie each of these villains came from.

For instance, if you think villain A was to be seen in *Live And Let Die*, put *Live And Let Die* in the space on the form. (You'd be wrong, but put it there anyway.) Now just add your name and address, cut out the coupon, stick it on the back of a post card or envelope and send it off, using Her Majesty's Royal Mail Service, to *In Two Minutes The Missiles Will Strike And The World Will Be Plunged Into World War Three, Mr Bond. And There's Nothing You Can Do To Stop It (Heh Heh)!* Compo, *Your Sinclair*, 30 Monmouth Street, Bath BA1 2AP. And don't forget the closing date, Spec-chums! It's June 30th!

RULES

- Agents of Future Publishing or Ocean Software will have the living daylights scared out of them if they try to enter this compo!
- Diamonds might be forever, but this compo ain't! All cypher messages, secret codes and political bags (and we don't mean our dear old PM) must be received by June 30th (or they'll self destruct).
- Matt's the man with the golden shredder machine, and he's got a licence to bin your entry if he feels like it, so no messing with what he says!

Hmm. Bit of a guess some of these, but I reckon...

Baddie A was in .....

Baddie B was in .....

Baddie C was in .....

And Baddie D was in .....

And there you have it!

Name .....

Address .....

.....

..... **Zip Code** .....

HOW 2 HACK



After about five years hacking his way into just about every Speccy game going, JON NORTH (aka The Axxman and numerous other aliases) has decided to come clean and tell the world how it's done. Apparently it's been causing quite a stir in hacking circles! Take it away, Jon...

Hi, welcome to the start of our (sort of) limited series on the fine art of hacking. Over the next few months I'll be showing you how to hack infinite lives and energy out of almost any game you could mention and also how to crack just about every protection system. Phew!

We're going to do it in a series of lessons, with each one covering a different aspect of the noble art, and lots of examples cropping up along the way to give some practical demonstrations. Hopefully you'll be able to follow it! Generally the plan is to keep things as simple as possible. You won't need an in-depth knowledge of Machine Code to cope, although a working grasp of it would be very useful – try a book like Spectrum Machine Language For The Absolute Beginner from Melbourne House (though you may find it difficult to get hold of – Virgin Games, who now own that label, certainly don't have any in stock or any ideas about where to get hold of a copy). You'll also need a good idea of how hexadecimal works. I'll be concentrating mainly on old *YS* Smash Tape games, so hopefully you won't have to shell out too much on new games to join in. With a bit of luck not too many of you will get totally lost along the way, but we shall see.

What you need

First and foremost, you'll need a disassembler, preferably one which you can load anywhere. HiSoft's Devpac springs to mind, but there are plenty of others – check out the small adds in the On Spec classifieds section at the back of the magazine. If you want to find pokes for protected games before I've gone through the protection system you'll also need a Multiface with the Genie disassembler program (available from Romantic Robot – see the contact box at the end of the page). Finally, and most importantly, you'll need (a lot of) time, determination and patience. You won't find pokes within a second of looking for them – not yet anyway.

How to Hack

There are three ways of hacking out an infinite lives poke – they're known as working forwards, working backwards and not working at all! This month we'll look at working forwards – the other two next issue (with luck).

Working Forwards

First of all, find the number of lives you're given (say, five). Your disassembler should have a Find or Search option, so use that to look in the code for the sequence 3E 05 3D (where 05 is the number of lives). This is hex for the machine code instruction LD A, 05 which is similar to the Basic command LET a=5. The 3D is the code for instruction LD (address), A. The brackets signify PEEK, so this instruction corresponds to Basic's POKE address, a. Write down all the addresses you find. Now do the same, but using lives+1 and lives-1. For example, if you have five lives look for 3E 04 3D and 3E 06 3D.

Now for the trial and error part – the most time-consuming bit. For this you'll ideally need a Multiface. POKE each value of five you've found, one by one, with a different value, say two or three. Eventually you'll find the one that gives you two or three lives. If you don't have any success, try repeating the whole procedure, but this time looking for number of lives + or – 1, ie search for four and six. You should now have found the 'number of lives' POKE. Make a note of the address it's put into. For instance, if the instruction after LD A,05 was LD (5B3A),A then the address you need to know is 5B3A. This is called the 'lives store', and is what you need to look for next. Search for 21 address or 3A address. Note that the address should be entered starting with the second two digits, then the first two. In this example, search for 21 3A 5B or 3A 3A 5B. Note down every value you find, then disassemble them.

For every 21 you check, the instruction you want to find is DEC (HL). DEC implies 'subtract 1', and '(HL)' signifies PEEK HL, ie POKE HL, PEEK HL-1. Note the addresses of every one you find. Similarly, when you check 3A, look for DEC A and SUB n, where n is a number between 1 and 255 (but usually between 1 and 20).. 3A is code for LD A, (address). After the DEC A or SUB n you should find LD (address), A where the address is the lives store. If not, you can ignore the DEC or SUB because they have no effect. If you find several of DEC A, DEC (HL) or SUB n instructions, jot them all down. They will be for loss of life at different points in the game. For instance one may be for Level One and another for Level Two.

Now for the good bit – POKE all the addresses you've written down for DEC (HL) or DEC A with 0. POKE any SUB n's you've found to read SUB 0 (POKE the address after the SUB instruction with 0), then play the game. Infinite lives should be yours. Note that when you try the game with the POKEs in place you may get just one life before the 'Game Over' message. If this happens, just replace all the POKEs with 182 for DEC (HL) and 183 for DEC A. This is code for OR (HL) and OR A. I'm not sure why this happens, but it isn't important. (It's to do with flags. Smart-Alec Jonathan)

Example
A Nightmare On Robinson Street (YS Smash Tape 27, Issue 50)

You get 50 life points at the start of the game, so search for 32 32 3A (3A being the hex for 50). There are two, one at C2E1 and the other at C322. The one at C322 does nothing, the other gives 'x' amount of life points. The instruction after the one at C2E1 is LD (D310), A so you know that the lives are stored at D310. Now look for 3A 10 D3. There are four – at C3B0, D00D, D3E6 and DB47.

The code at C3B0 reads...
LD A, (D310) (A is the value in the lives store)
CP 0 (Compare with 0)
JP Z, DE4B (If it is, Jump to address DE4B. This is the same as GOTO)

There are no DEC A's here, so ignore it.

The code at D00D reads...
LD A, (D310) (A is the value in the lives store)
CP 0 (Compare with 0)
RET Z (RETurn if it is. This is similar to RETURN in Basic)
DEC A (Aha!)
LD (D310), A (Put the new value back in the lives store)
RET (And return)

You should POKE the DEC A with 0. The address is D013.

The code at D3E6 is...
LD A, (D310) (A is the value in the lives store)
LD E, 0A (LET e=10)
LD D, 30 (LET d=48)
SUB E (LET a=a-e)
JR C, D3F4 (Jump forward if less than 0)
INC D (LET d=d+1)
JP D3ED (GOTO address D3ED)

This does nothing. Although there is a SUB E here, it is not put back into the lives store and can be ignored.

And the code at DB47...
LD A, (D310) (A is the value in the lives store)
SUB 4 (SUBtract 4)
LD (D310), A (Put the new value back in the lives store)
JP NC, DB37 (Jump to DB37 if greater than 0)
XOR A (Otherwise A=0)
LD (D310), A (Put 0 in the lives store)
JP DB37 (And jump to DB37)

The SUB 4 should be POKEd to read SUB 0. The SUB instruction is at DB4A, but the 4, which you want to change, is one after this, ie DB4B. So for infinite lives, POKE D013, 0 0. And there you have it!

Whew! Still with us? Good. (It's quite heavy going, isn't it?) Still, that lot should keep you out of trouble for a month or two.

More next ish, with Working Backwards and 'Not Working At All' (Multiface hacks). In the meantime, if you've got any questions, write to me, Jon North at How 2 Hack, YS, 30 MonmouthStreet, Bath, Avon BA1 2AP. And remember – if it loads, hack it!

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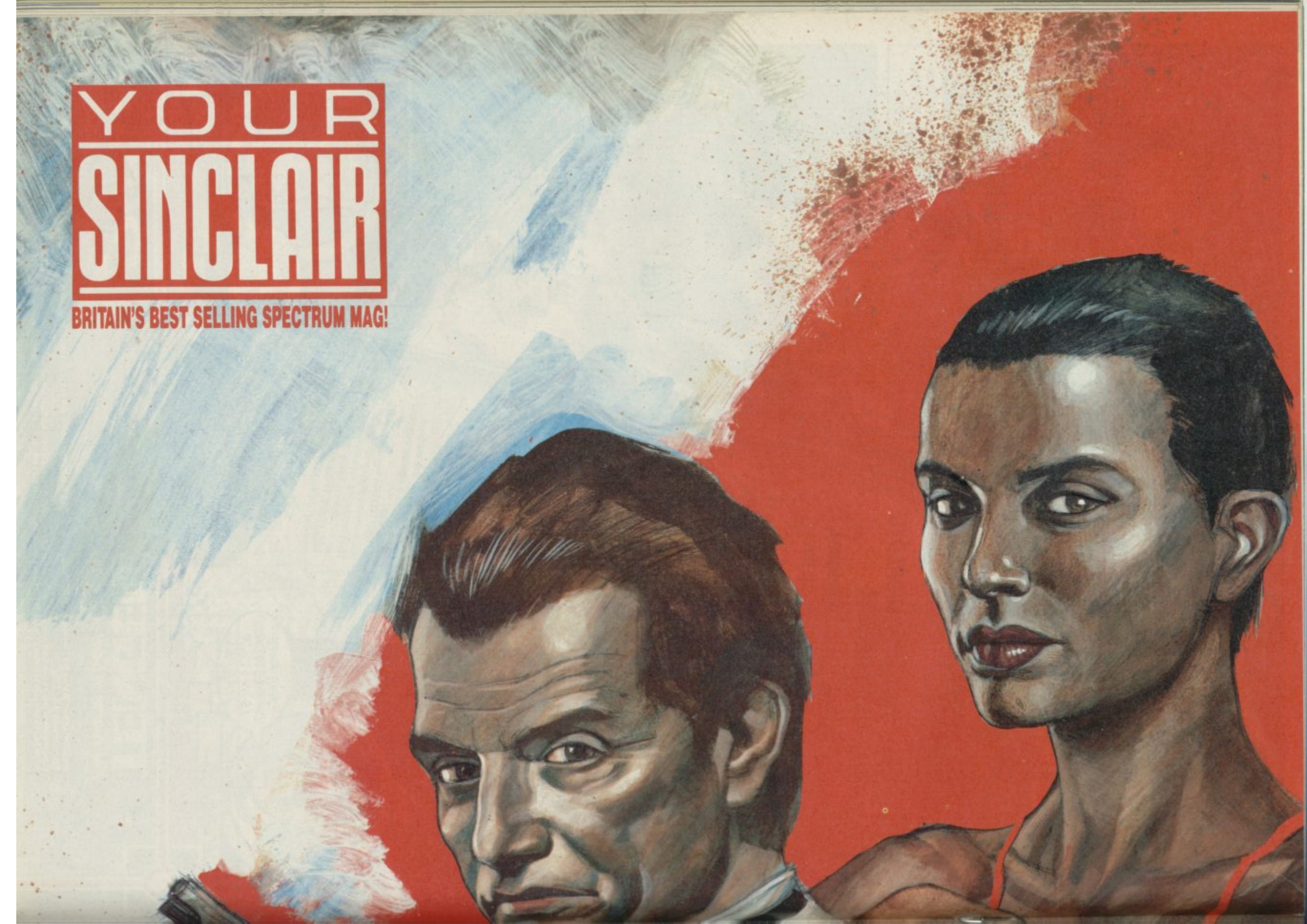
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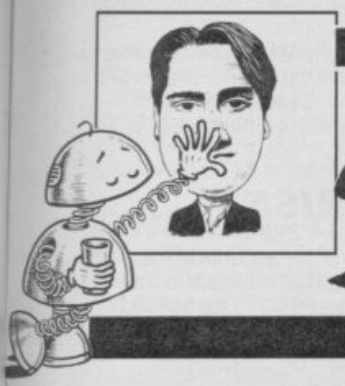
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ROBIN ALWAY SAM Surgeon

Welcome my fellow Coupéarians to SAM Surgeon, the page in *YS* about the SAM Coupé that people in the know are calling "the page in *YS* about the SAM Coupé" (erm, amongst other things). Instead of getting in some much deserved laurel-resting after the first triumphant instalment last month, I've whipped my crack team of industry moles into line, told them to stop chasing slugs and digging up lawns and get to work uncovering SAM information for your delectation. And it's pretty comforting to see the amount of stuff that's been found, bearing in mind the Coupé's only been around for a few months. In fact it's going to take a shoe horn, a jar of vaseline and absolutely no more introductory wibbling to squeeze everything in.



BatSAM – coming soon to a screen near you.

Look And Lerm

Lerm Software might not have a profile quite as high as Ocean or US Gold but it's made life-long friends with loads of Speccy owners thanks to a nifty line in solid and dependable utility software. It's now turning its attention to the Coupé with two impressive pieces of SAM-specific software.

Impressive piece of software number one is *SAMTAPE*, a package of two programs designed to transfer all that lo-tech Speccy software you've got onto shiny new Coupé disks. Apparently it can make your SAM think it's a Speccy with a Multiface and allows you to stop progs in their tracks with the NMI button and then insert POKEs, save to disk and generally mess about. Not only that but it can also convert the SAM keyboard into an exact replica of the Spectrum's. That's in spirit only of course (you don't have to put up with rubber keys or anything) but all your old favourites like Extended Mode are lovingly recreated in the same positions as the original – which I'm told is jolly useful for loading, using and transfering any Speccy Basic progs or utilities.

The other SAM specific offering from Lerm is *SAM ASSEMBLER*, an easy-to-use, erm, assembler based on its much-acclaimed-in-assembler-circles *Z80 TOOLKIT* program. All the usual complicated-sounding features you'd expect to find like the unforgettable Block Delete, the incomparable hex/decimal/binary input formats and everyone's favourite, Line Renumber, are included, and naturally it all comes complete with a comprehensive manual.

Both *SAMTAPE* and *ASSEMBLER* look like being major contributions to SAM software and cost a pitiful and decidedly miserly £8.99 from 11 Beaconsfield Close, Whitley Bay, Tyne and Wear NE25 9UW. Bung an sae to them for more details.

Camberwick SAM

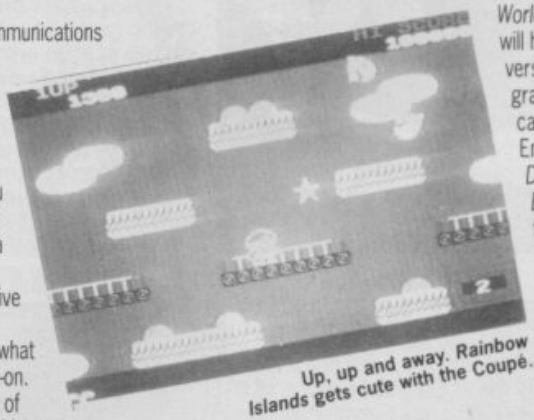
As well as being Independence Day in Burkina Faso, the birthday of Tight Fit's lead singer and a hundred other crap things they always tell you in diaries, June 10th also sees the start of the third All Formats Computer Fair which takes place in the plush Royal Horticultural Halls in London. I mention it because there's going to be a Coupé Village there. Whether this means it'll have a pub, a little corner shop and a local brass band I don't know but it's sure to be a good place to stock up on all the SAM booty that's sure to be available by then. It'll cost you £3 to get in.

Good 'n' Hard

SAM specific software is relatively thin on the ground at the moment but when it comes to 'ware of the hard variety there's more on offer than even the well equipped Coupé's got ports for.

MGT has stacks of the stuff on offer. For starters there's the incredibly chique-looking Coupé disk drive which slots oh-so-trendily under the computer, costs £89.95 and was given a good going over in *Rage Hard* a few YS's back.

Next, there's the SAM Communications Interface which is a combined parallel and serial interface in a nice neat box for £29.95, and the evocatively entitled External Drive Interface which lets you hook up any old disk drive to your SAM and also includes a parallel interface for good measure. This also sells for five pence short of 30 quid.


Up, up and away. Rainbow Islands gets cute with the Coupé.

And lastly there's the um, what was it, oh yeah, memory add-on. This is another rippling 256K of memory for people who like things big (oo-er).

All the firm, solid and decidedly unsoft items above are available from MGT, Lakeside Phoenix Way, Swansea SA7 9EH. Ring 0792 791100 for more details.

Titbits

More news on MGT. Its got together with Ocean and US Gold to bring SAM compatible versions of some of their recent big-hit games into the shops. Hurrah! They should be hitting the shelves as you read this. These won't be special SAM versions using the full graphics and memory abilities of the new machine, but they will load without you needing the Speccy emulation program. The games, as we go to press, will be *Batman The Movie*, *Robocop*, *Rainbow Islands*, *Strider*, *Black Tiger* and *E-Motion*. They'll be packaged in the normal Ocean/US Gold style, marked 'SAM Coupé' and sold at the usual 8-bit price (ie just under a tenner)... Leisuresoft and Centresoft (the two biggest games distributers) are now distributing the SAM Coupé, and one shop intending to stock it is John Menzies. The bad news though is that they'll no longer be selling the Speccy, apparently because of a bit of a fall-out with Amstrad... *Gazza's Super Soccer*, *Fantasy World Dizzy*, *Tracksuit Manager* and *Delta Charge!* (reviewed this issue) are all guaranteed to work with the SAM Coupé... Tasman has completed a *Tasword 2* version that's SAM compatible and will be selling it at £19.99 any time now... Three Interceptor budget games, *The Race*, *Super Soccer* and *3D Snooker*, will shortly be available in SAM format, apparently utilising the full memory and graphics capability of our blue-footed chum. They'll be available at £2.99 and reviewed next issue (with luck)... Scetlander, the marketing arm of the Scottish Council For Educational Technology, will be selling its *Hooray For Henrietta* learning skills program in SAM format... Rickitt, a big educational distributer, will be doing the same with their *Puncman* punctuation program, *Spanish Gold* computer storybook and *Granny's Garden* adventure game for the 6-10s... Goliath's *World Boxing Manager* will have a SAM version utilising full graphics and sound capabilities, as will Enigma Variations' *Defenders Of The Earth* (reviewed this ish)... Anco is promising us a Coupé *Kick Off* version soon, and it looks as though *Football Manager II* is fast approaching Coupesville too.... And finally, back to MGT. It reckons it's now got the final version of the SAM ROM and DOS up and running, and most Coupé owners will have received it by the time you read this. Magnifico!

Away, Coupé!

Well that's your lot for this month. Remember, I'm after everything and anything in least bit SAMish, the smallest tad Coupéesque so whop it in an envelope and send it to me, Robin Alway, at SAM Surgeon, *Your Sinclair*, 30 Monmouth Street, Bath. BA1 2AP. Bye!

It's time to tiptoe down those creaky old stairs again, folks. JONATHAN DAVIES leads the way...

BARGAIN BASEMENT

RASTER-RUNNER

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Remember the Light Cycles bit in *Tron*? Remember all those Speccy versions of it that came out years ago? Remember how simple but terribly addictive they all were (most of them, anyway)? Well, here's another one. And, what's more, it's completely brilliant!

The idea's simple enough. You control a little wiggly line, and another player controls another little wiggly line. You've got to make your line as long as possible without crashing into anything. Boring, eh? Not at all. There are piles of different strategies, and *Raster-Runner* incorporates a few new ideas too. First of all, as well as seeing the whole playing area at the top of the screen complete with wiggly lines and not much else, each player gets a scrolling close-up. For added excitement, try sellotaping a bit of loo-roll or something over the main window. This means that split-second decisions need to be made because you're never quite sure what's going to scroll on next.

Also, you're given the option to play



How long is a piece of string? Not very long when you're as crap as I am!

against the computer. There are three difficulty levels, all of which are completely impossible (of course). And finally, pressing Fire makes you invincible for a few seconds. This is for emergency use only, as you can only do it a couple of times.

Spookily, I couldn't stop playing it – it's just so good. In fact, I'm typing one-handed at the moment. The other's playing *Raster-Runner*. Actually that's a lie. But it's really, really good anyway, and well worth a week's pocket money. (Or three weeks' if your dad's anything like mine. Or you work for *YS*.)

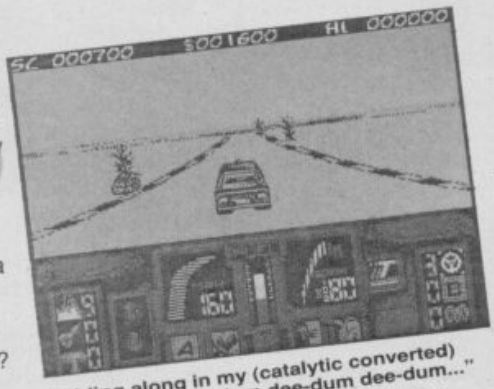
OVERLANDER

Encore/£2.99

This month's budget driving game is, would you believe, a re-release. It's promoted as "the first game to enable you to climb hills and drive down into valleys". And indeed it does. You can also shoot things and buy add-ons. It's even 'environmentally aware' – the plot's all to do with the ozone layer and our 'once green and beautiful planet'. What more could you want?

Otherwise, it's pretty much a standard driving game. It's all monochrome, of course, but the graphics are all very nice. Those hills and valleys undulate pretty effectively, motorbikes weave from side to side frantically before disappearing under your tyres and there are some quite fetching backgrounds. It's a bit like *Enduro Racer* with twice the number of wheels (and things to shoot). But it's not quite as playable as the old biking classic – the controls don't seem to respond quite as realistically, and the skidding-round-corners is a bit questionable. Oh, and the shooting can be a little haphazzard. But it's nothing to worry about.

If you're wanting to add a driving game to your collection, and can't quite stretch to a copy of *Chase HQ*, *Overlander* is a lot better than most purpose-built budget efforts.



"Riding along in my (catalytic converted) automobile, dee-dum dee-dum dee-dum..."

ENTERPRISE

Mastertronic Plus/£2.99

This one's reasonably reasonable, as budget games go. That makes two from Mastertronic in one month. Blimey. It's a sort of cheapo *Elite* – lots of flying round, trading, the usual stuff. There's a fair amount missing of course (stuff to shoot, weapons etc) but a couple of interesting additions. First of all, you can land on planets (after tackling a flight sim-style landing sequence) and then chat to the natives and maybe do a bit of trading. This involves typing in stuff and watching the alien's replies, which don't tend to be that convincing most of the time. There are 5,000,000,000,000 (yes, 5,000,000,000,000) of these planets, and they're all meant to be different, so please don't start sending in maps!

Graphically it's, um, well it does the job.

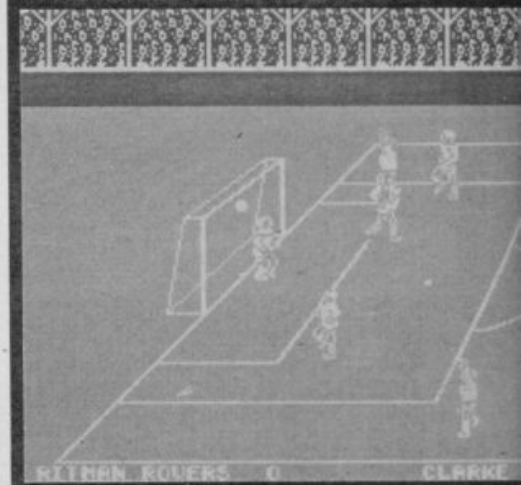


Over 5,000,000,000,000 (count 'em! 5,000,000,000,000!) planets to visit!!

Just the usual stars coming towards you, some quite nice revolving planets and then the flying-over-the-surface part, where the

MATCH DAY

Hit Squad/£2.99



***Matchday* may not fare so well in the old footballers-hugging-and-kissing-each-other-whenever-they-score-a-goal department but it's still a bit of a stomper!**

Obviously realising that this summer is going to be a long, hot footie one, what with the *YS Footie Spectacular*

only detail is the landing strip. What there is is nice enough, but don't expect to be overwhelmed or anything.

Although *Enterprise* is a fairly simple affair, it gives the impression of being really massive, which you don't normally get in a barg. And it's quite fun too. As a full-pricer it would get howled down within seconds, but it makes quite an acceptable cheapo.

PINBALL POWER

Mastertronic Plus/£2.99

Ho hum. A pinball game.

But, astonishingly enough, it's quite a



***Time Scanner* it may not be, but *Pinball Power*'s certainly a flip hit in our books.**

good one. In akchawl fact, though, most pinball games tend to be on the right side of acceptable. I mean as long as the ball bounces around in a fairly reasonable manner, and the table's nice and cluttered-looking, you've got yourself a pinball game.

So what distinguishes this one? Well, for a start it's sort of verging on being 3D. The screenshot can probably explain it better than I ever could. The ball bounces very convincingly and can really shift when it wants to. The only anomaly here is that you can't vary the speed with which it's initially launched. You just press a key and away you go. Oh, and the table's a bit vacuous. There are only a handful of things to bash into, plus a couple of bonusy bits, but that's about all.

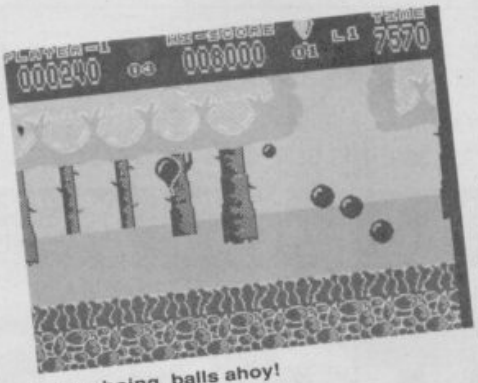
So, um, what else do you want to know? I can think of better ways to spend the money (but I'm not telling you them). If, however, you've got your heart set on a pinball game, look no further than this one. It'll have you rushing out to open a Nat West account immediately.

HOPPING MAD

Encore/£2.99

"Almost as addictive as banana Nesquik," concluded Dunc when this one fell into his hands a couple of years ago. And it certainly is. What we've got here is essentially a scrolling bouncing ball game which, just for a change, scrolls from left to right. You've actually got four balls to keep an eye on, and they all stick together in a long snakey thing. It's a bit like having all your eggs in one basket, except they're, erm, balls.

There's absolutely nothing you can do to stop the balls bouncing along. All you can manage is to make them speed up, slow down or bounce a little bit higher. This makes collecting things which need to be collected a trifle tricky, and avoiding nasties even harder still. You've actually got to pick up ten balloons on each level in order to



Boing boing, balls ahoy!

progress along onto the next one, and because they tend to drift around a bit this is by no means an easy task. But the really scary part is that whenever any of your balls get hit by anything they burst. And once all four have popped, that's it – end of game.

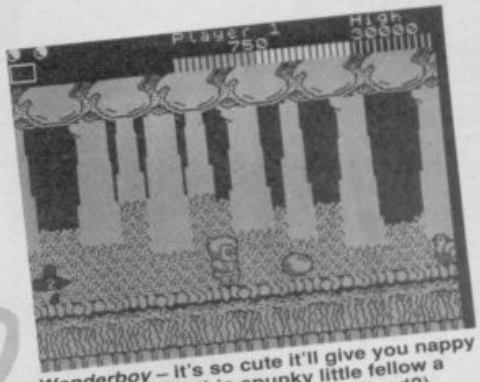
Easy it's not. You'll need loads of patience. Loads of it. And you'll also need to develop a whole new gaming technique, as *Hopping Mad* isn't quite like anything else at all. But your patience will be rewarded, as they say, because it's a smart, tidy little game and very hard to hate.

WONDER BOY

Hit Squad/£2.99

Without wishing to sound smug or anything, I'll quietly point out that I beat Level One of this on my first go without losing a life. Now, this could mean one of two things. Either a) I'm completely ace, or b) *Wonderboy* is a bit on the easy side, and maybe designed for the 'younger player'. What do you reckon? Oh thanks.

Well anyway, *Wonderboy* is fairly standard run-along-avoiding-and-collecting-things stuff. The collectables are generally items of fruit, and the avoidables are things like killer snails and lethal flies. Eeek! And possibly worst of all are the terrifying psycho-stones which lie there, menacingly, waiting for you to stumble against them and trip to your death. The scenery scrolls towards you (well, maybe 'lunges' would be a better description), and consists mainly of



***Wonderboy* – it's so cute it'll give you nappy rash! (And isn't this spunky little fellow a wee bit too young to have a girlfriend?)**

trees, platforms and water. At the end of it, somewhere, is Wonderboy's girlfriend Tina who needs rescuing.

There are a fair number of levels to get through and, all in all, it's pretty good fun. A bit cute, but fun. As it's so easy I didn't end up ripping out huge handfuls of hair (like I usually do with games like this). In fact, I almost began to enjoy myself at one point.

FOOTBALL CHAMPIONS

Cult/£2.99

Oh no! It can't be! It is! I hate them! I really, really do! Where's Marcus? Why me?

I know I'm not meant to say things like this, but they are all the same, aren't they? No, they are. These football management games, I mean. I've gone over this one with a fine toothcomb, laboriously comparing it with all the other ones, and I can honestly say that I can't spot anything that hasn't been done before.

For those still reading, *Football Champions* would seem to be a football league kind of thing, in which you've got to manage a team and get them to win both the League Trophy and the FA Cup. Fun, eh? It's quite nicely presented but runs a bit slowly (there's probably a fair amount of Basic lurking in there). And finally here are a few of the 'features' listed on the packaging – 'week counter', 'goal difference +-', 'handling', 'average gates', 'Home & Away' and 'change club'. Irresistible, huh?

So, if a footie management game's what you're after, I can't see anything desperately wrong with this one. The only real problem is that its name has just scrolled off the top of the screen, and I can't remember what it is! It just goes to show...



And if you really dig *this* screenshot (well, there must be someone out there who does) then scootle across to our *YS Footie Spectacular* on page 53, why don't you? Hot poop lists and no mistake!

roaming the streets (oh, and the World Cup), the Hit Squad's done the obvious thing and dug out this old fave. It's THE footie game, really, and one that absolutely everyone should have a copy of. Even you.

Considering the ©1984 lurking in the depths of the cassette inlay (making it nearly as wrinkly as our Prod Ed), *Match Day* is looking very sprightly indeed. It's got everything! Half-decent graphics, vaguely convincing ball control and a complete absence of lists of numbers. The only thing that slightly annoys me is that you control whoever's closest to the ball. While this is fine for most of the time, occasionally you'll find control flipping between players when you don't particularly want it to. Perhaps it should wait 'til you press Fire or something. Not to worry though.

And the best part? Definitely the ultra-convincing simulation of the referee's whistle at the beginning of the match. It's unsurpassed!

Until *Match Day II* comes out on barg this is probably the best bet for the footie-frenzied light-of-pocket.

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WORLDWIDE SOFTWARE

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THE COMPLETE AND UTTER *YS* GUIDE TO SOCCER ON THE SPECCY

Footie games, eh? Where'd we be without 'em? There've been hundreds of the blooming things, with more on the way each month, and they always (always! always!) sell like hot cakes (even the ones that are crap). So with the World Cup lining itself up on the horizon, let's join the slightly less-than-enthusiastic JONATHAN DAVIES, as we lead you by the hand into the past, present and future world of the Spectrum soccer game.

Oh dear. How can I start? Um, quite a few phrases spring to mind. Like "They're all the same!" and "No, please, not another one!" and, erm, "Let me out of here!" The problem, you see, is that for every *MicroProse Soccer* or *Matchday 2* there are six or seven *World Cup Carnivals* (US Gold's tragic 1986 attempt at a footie sim) to wade through. And I should know – I've just waded through them all. Quite frankly I wouldn't care if the colour green never darkened my Speccy again. I'm sick as a parrot. So let's just forget all about them, eh?

What? No. You like them? Cripes. *(Better get going on this giant mega-feature thingie then, hadn't you? Ed)* Er, yes. Right. Football.

Well, there are certainly lots of games. And no, they're not all the same. There are in fact a few basic types, and within each of these categories dwell a hundred and one subtle variations. Um, what fun...

It's a game of two halves

That's right, one half management, the other half actually booting the ball around a bit. To kick off with we have the straightforward **arcade simulation**. This you should all be familiar with – a big green pitch (seen from above, or sometimes from the side), the roar of the crowd (well, the 'beep' of the crowd), lots of little men running around kicking the ball, and you up in the air somewhere above it all, doing your best to keep one or two of them (plus the ball) under control. What you don't have to worry about though is what any of the blokes are called, how much they're worth, or any other boring managerial-type stuff. Good examples of this kind of game are *Matchday 2* and *Kick Off*.

The second main sub-division, the **management game**, is a totally different kettle of fish. No footie here at all (as such), apart from the results of various games flashing up on your screen every so often to tell you how you're doing. It's business acumen we're worried about here, with all sorts of weird and wonderful information popping up to confuse you – what your men are called, how tall they are, how skilful they can be and all sorts. A good example of this variety of game is, surprise, surprise, *Football Manager*.

The third, and crappiest, type of footie game is the **pools prediction program**. Now you may get really excited by the prospect of these (I don't know) but I find them so brain-blendingly boring that this is the only mention they'll get here, so enjoy it while you can. (Sorry and all that.)

Actually there's a fourth sub-division I've just remembered too – those games that provide you with an often quite bizarre mixture of action game and management, usually consisting of lots of lists of numbers with slightly dodgy bolt-on arcade bits thrown in. Some of them work quite well, but there's always the odd game that's simply too weird for words – like *Roy Of The Rovers* for example, part arcade adventure of all things and with a badly drawn Roy searching for his kidnapped team!

THE FIRST FOOTIE GAME IN HISTORY

A bit of a tie (almost), but by checking out all my back issues of *YS*, getting hold of various release dates, dismissing the really early stuff that's virtually unrecognisable as Speccy games as we know them today, and consulting with all the experts I could find, it has to be... *Football Manager* from Addictive! That's right, it's th 2 one with mugshots of that cheery bearded bloke all over it *(Kevin Toms actually. Ed)*. Originating in the days of long shorts and over-the-knee footie boots, it sold squillions of copies, mainly because it was released on everything from the ZX81 to the Teefal HY9000 De Luxe Deep Fat Fryer. We didn't stand a chance really.

It was, of course, the first of those dreadful 'management' jobbies, in which you spend the whole time staring at lists of things. Written in 100% Basic, it featured some chronic 'action scenes' and a unique 'customising' feature. (In other words, you could break into the program and do all sorts of despicable things to it.) The punters loved it.

As for the first action game, that's a bit harder. It was probably Artic's *World Cup Football*, the first of the little-people-running-around variety. Unfortunately though it was, to be honest, utterly, utterly terrible. The graphics especially were complete rubbish. It was so bad, in fact, that US Gold decided to use it as the basis for its renowned *World Cup Carnival* game. (Hurrah!) Far better is *Matchday*, which appeared soon after – the first proper, enjoyable footie action game.

RATINGS

Being the tricky things they are, footie games don't quite fit into the usual way we rate our games, so for the purposes of this feature here's a one-off system we've devised that hopefully takes into account all their little (and dearly loved) idiosyncrasies.

Playerbility
Having forked out your dosh and loaded it up, will you be over the moon or sick as a parrot? In other words, is it any cop... or is it utter crap?

At The End Of The Day
...will you still be playing it? Or will it have joined the potato peelings, used tea bags and missives from Reader's Digest in the dustbin?

Kit
Aesthetic appeal, really. Lists of numbers are all very well, but are they decently presented? And if it's an arcade jobbie, are the graphics any good? Especially high marks go to those games with two or more colours used on the players, or a choice of team outfits.

Atmosphere
Is it just like being in the stands at your local ground (apart from getting a bottle smashed across your cranium every ten minutes that is)? Or might you just as well be standing in a queue by the fish counter at Waitrose counting the dandruff on the back of the person in front of you? Here's where to find out!

ALMOST EVERY SOCCER GAME EVER RELEASED (Depressing, isn't it?)

Bobby Charlton's Soccer Dacc
Brian Clough's Football Fortunes CDS
Bryan Robson's Superleague Paul Lamond
Emlyn Hughes' Soccer Audiogenic
European Five-A-Side Football Silverbird
FA Cup Football Virgin
Fighting Soccer Activision
Footballer Of The Year Gremlin
Footballer Of the Year II Gremlin
Football Director D&H
Football Director II D&H
Football Fever Tanglewood
Football Manager Addictive Games
Football Manager II Addictive Games
Four Soccer Sims CodeMasters
Football Frenzy Alternative
Gary Lineker's Superstar Soccer Gremlin
Gary Lineker's Hotshot Gremlin
Gary Lineker's Superskills Gremlin
Gazza's Super Soccer Empire

A FEW HISTORIC FOOTIE GAMES

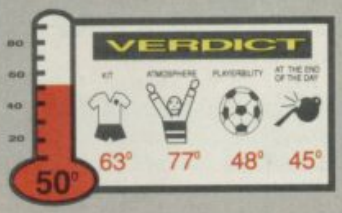


I dunno. What good is an office without a secretary? Those vocabulary words like KISS and GROPE were getting me quite excited...

Football Frenzy Alternative

This one's a bit weird – it was released by Alternative ages ago, and it's a footie adventure game. Ber-limey. Having rescued it from the depths of the *YS* archives and dusted it down a bit I gave it a go. And, lo and behold, it's exactly like every other adventure I've ever played, but with the addition of that all-important footie element. What fun. Being a bit crap at both football games and adventures, you can probably guess what a pig's ear I made of it. Did I get past the first two rooms? (No.) It's got some quite nice piccies though, and I noticed that the vocabulary includes GROPE, KISS, UNDRESS, SOBER UP and HANG, although none of these seemed to have any results with my secretary (Ms Jones).

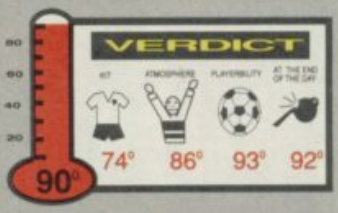
It's okay I suppose and, dare I say it, quite flash. Not really in the spirit of the traditional footie game though.



Match Day II Ocean

This is generally said to be the fabbest footie game ever, although whether that's saying much isn't for me to decide. It's the sequel to, um, *Match Day* actually, which was the second(ish) arcade-type game to hit the tape-racks. With nice, big sprites and semi-realistic action, *Match Day* brought a whole new meaning to the word 'good'. The two-player feature was one of its major attractions, along with headers and other wacky, innovative moves. There were also a couple of peculiar bugs (something to do with balls getting stuck in goalposts and a funny timer, if my memory serves me correctly).

Match Day II captures the feel of the original, and adds on all kinds of extra features, such as a kick strength meter and much improved ball control. Along the same sort of lines is *International Match Day* for the 128K only, which was released at the launch of the Speccy 128, when 128K-only games seemed pretty hip – oh, those halcyon days. The programmer was Jon Ritman, the gentleman responsible for the first *Batman* game and the brilliant *Head Over Heels*.



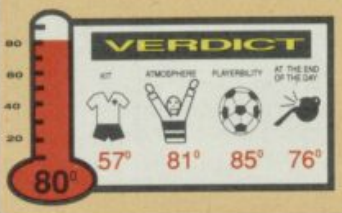


Blimey! Look at the size of the sprite's heads! They look more like Cabbage Patch Dolls than footie players!

Football Manager II Addictive

"He has excelled in the creation of this game with his brilliance," remarks the inlay. It is describing, of course, Kevin Toms, and also provides a photo of his majesty for all to marvel at. The game, though, is of the 'lists of numbers' variety, with the dubious benefit of 'match highlights'. It's an update, would you believe, of the original *Football Manager*. The action sequences are a major improvement, thanks to the innovative use of Machine Code, but they get a bit boring after a couple of picoseconds as you just sit there and watch them. The lists are quite interesting too (as lists go), and should keep any number-fan occupied for a while.

For sheer historical accuracy, *FM II* deserves a mention. And it's also pretty good. Its only real problem is that it tries to be a bit of a jack of all trades, with its strategy stuff and flashy graphics. While this might appeal to most people, those who want to stick to one area might fare better looking elsewhere.





Football Manager - lists, lists and more lists! (The action sequences are pretty useless though.)

French version). Played individually they'd all be mildly crap, but taken as a whole they're, um, unbelievably crap. This sort of rubbish went out with *Daley Thompson*.

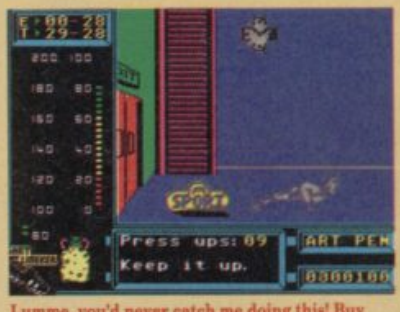
It's a pretty slick piece of work (the graphics are okay, and there's actually some music for a change) but this is hardly a proper footie game. And the poor bloke you control looks more like Clare Rayner than any footballer I've ever seen.

Gary Lineker's Superskills Gremlin

This doesn't really fit into any regular footie category. It's one of those dreadful joystick wagglers, I'm afraid. (Remember those? They were quite popular for an unfeasable length of time. Basically you had to, um, 'waggle' your joystick back and forth until a) your hand hurt; b) the joystick broke; or c) you finished the event. Brilliant!) However, some may consider it a welcome break from all those lists and little men running about, so let's take a look.

There are millions of 'events' to plod through, all of which have to be played in a certain order. There are all sorts of things, ranging from Monkey Bars, through Squat Thrusts (yikes!) to Jonglerie Avec Balle (but only in the





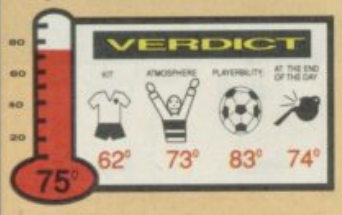
Lumme, you'd never catch me doing this! Buy that man a lager and a packet of pork scratchings!



And what a foul that was! So realistic we even heard it up here in commentary box!

Kick Off Anco

Best known in its 16 bit incarnations, the Speccy version of *Kick Off* (when it finally came out) proved to be quite a scrappy looking affair, with balls that went under the lines and goal markings that simply petered out for no reason whatsoever. But (but! but!) there still remained something to recommend it - the sheer speed with which it moved! There was no way you could accuse this game of slow and stodgy gameplay – the ball flew absolutely everywhere, bouncing around the players (overhead viewpoint, remember?) like the whole pitch was a giant pinball table or something. All of a sudden ninety percent of existing soccer games seemed pedestrian in the extreme. All in all then, it was easy to get into and a lot of fun (especially in two-player mode) but fell foul of some very scrappy graphics.

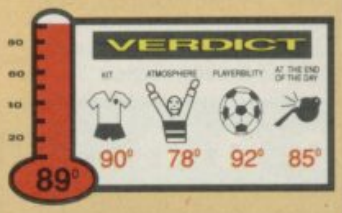


MicroProse Soccer MicroProse

If realism's your thing, *MicroProse Soccer* could well be the footie game for you. It opts for a novel bird's-eye view, and packs in more options than you've probably ever opted for in your life (the 'banana power' being one of my personal favourites). There are all kinds of different sorts of matches to choose from, ranging from American six-a-sides to entire international World Cup things.

The gameplay is pretty complicated too. You can do all sorts of different kicks, like swerves and 'overheads', plus throw-ins, corners and all sorts of other wonderfully fun things. But its real strength is its speed. Boy, does it go – there's none of your usual half-hearted plodding about here, matey. The scrolling's ultra-slick, and sometimes you have to really concentrate hard to keep up with what's going on.

In the 'best Speccy footie game ever' stakes it's a toss-up between this and *Match Day II* really. The choice is yours.





Now we know where Dunc got his idea for *Advanced Lawn Mower Simulator* from!



Giant-headed goalie from the original *Footballer Of The Year* - Billy The Fish, eat your heart out!

Footballer Of The Year 2 Gremlin

One of Dr Marcus Berkmann's favourite games (and he should know – he's reviewed about 80% of the damn things ever covered by YS!). A bizarre set-up, half strategy/half arcade game, this second shot at goal from Gremlin dispensed with most of the annoying niggles of the first game (like fourth division teams regularly beating first division ones in the quest for the cup) and added such diversions as international games and nine skill levels to keep your interest going.

So how does it actually work? Well, you play an individual footballer on a quest to gain the coveted 'Footballer Of The Year' accolade, and since you're a striker it's the goals you score that count. In both versions of the game you play Goal Cards to help you score, which then take you into mini arcade sequences – fairly simple in the first game, but the second involves set plays and things which you've got to remember almost American-football style in order to succeed. What's more, it even includes a footie trivia section, with correct answers adding dosh to your coffers. It all sounds very strange, and takes some getting used to, but once you do get the hang of it it's as addictive as anything. Just ask the good doctor...





Brian Clough's Football Fortunes? I'm sorry, but is the title of this game a joke or what!?

Brian Clough's Football Fortunes CDS

"*Brian Clough's Football Fortunes* is a football management computer board game suitable for two to five players." Or so it says on the cover – what more can I say? You get the computer program, a board (which expands out from the size of a postage stamp to that of a small ploughed field), lots of cards, some counters and loads of money. The program takes care of all the boring bits, like rolling the dice and sorting out league tables, and the players do all the slightly less boring bits, like moving counters round the board and shuffling the cards.

The software's a load of crap. It's written in Basic, with useless graphics and, oh horror, the Sinclair character set. It does its job though. It plays just like any other board game really (they're all the same, aren't they, Spec-chums?), except that you occasionally have to press buttons on the computer.

It's okay for soaking up the odd evening now and again, but you really have to like football to get stuck into it. Me, I'll stick to triv games.




International Manager D&H
International Match Day 128 Ocean
Kenny Dalglish Soccer Manager Cognito
Kick Off Anco
League Challenge Atlantis
Manchester United Krisalis
Match Day Ocean
Match Day 2 Ocean
Mexico '86 Qual-Soft

MicroProse Soccer MicroProse
Peter Beardsley's International Football Grandslam
Peter Shilton's Handball Maradona Grandslam
Player Manager Anco

Premier II E&J
Professional Soccer CRL
Roy Of The Rovers Gremlin
Saint And Greavsie Grandslam
Soccer Boss Alternative
Soccer 7 Cult
Soccer Star Cult
Street Cred Football Players
Street Gang Football CodeMasters
Super Soccer Imagine
The Double Johnson Scanatron
Tracksuit Manager Goliath Games
Two Player Super League D&H
World Cup Carnival US Gold
World Cup Soccer Artic
World Cup Soccer '90 Virgin

SOCCER CELEBS THROUGHOUT THE YEARS

Bolt-on celebrities are an absolute must for any self-respecting footie game these days. So we looked for some of the best renditions of our favourite stars. Then we printed these instead...



Gary Lineker
Mum'd be horrified. His nose looks like it's about to fall off, and hasn't anybody ever told him that wearing earrings during the match is dangerous?



Brian Clough
Altogether more successful. The skin-graft from his hand needs further attention though.



Paul 'Gazza' Gascoigne
Er, isn't he meant to be blond? And what happened to the top half of his head?



Roy Of The Rovers
Although pushing 153, he's hardly showing his age at all. Looking a bit chunky though, and in bad need of a nose-job.



Phew! Roy's found the rest of his team (they were down the pub) so the Melchester Rovers 'ground is safe! Hey! Let's do the match right here!

Roy Of The Rovers Gremlin

Here's another oddball that doesn't quite fit into the scheme of things. It's a footie-based arcade adventure, with all that that suggests. Yes, you have to plod round hundreds of screens, collect things and talk to people. There's even a plot – the whole Melchester Rovers team has been kidnapped just before a key fund-raising match. If the money doesn't get raised developers will move in and flatten the ground! What a shame.

There's also a fairly reasonable arcade footie sim tacked onto the end (for the bit where you've managed to rescue the team and then have to take part in the match) which can be practiced without having to play through the adventure bit. It's not what you might call 'state of the art', but it'll do. Bizarrely enough, it's not too bad a package, really – puzzles to solve, balls to kick and absolutely no lists of numbers to worry about.



SO YOU WANT TO WRITE A FOOTIE GAME?

Here are a few features you may wish to incorporate when devising your own 'tuff turf' footie extravaganza...

A celeb, preferably glistening and grinning, with his signature scrawled across the box.

Important-looking statistics, and screenloads of them. These should not only be wholly incomprehensible but, so as to thwart even the most dedicated of punters, boast no underlying logic whatsoever.

Minimal player interaction. Keep him waiting for hours just to `PRESS ANY KEY'.

A big green box with lots of footballers on it. They all have one.

Tacky adverts round the pitch carrying plugs for your other games.

Disastrous artwork all over the place. Muscles where you never knew they existed.

Free poster and badge that you wouldn't particularly want to stick anywhere (see artwork).

A 'STOP THE TAPE' message half-way through loading. Meanwhile, you've dozed off and the tape runs on to the end.

NAMING YOUR FOOTIE GAME

This is the trickiest part of writing any footie game. Although coming up with a name is fairly easy, the chances are that it's already been used seven times before. To assist with this problem we've designed the *YS* Footie Game Naming System™. Simply pick one word from each column and put them all together to come up with a convincing title.

Gary	Robson's	Advanced	Football	Game
Brian	The Hamster's	Ten-a-Side	Soccer	Simulator
Kevin	Lineker's	Super Footie	Director	Plus
Wayne	Of The Rovers'	Boring	Tracksuit	Manager '90
Darren	Monkhouse's	Quite Good	Pickled Onion	Challenge
Bernadette	Toms'	Strip	Ninja	Footie Quiz

A DIFFERENT PERSPECTIVE ON THINGS

The Overhead View

This features in *MicroProse Soccer*, *Kick Off* and most of the Codies games, among others. It has the advantage that you don't actually get to see the player's faces (only their bald patches) and generally avoids some of the confusion you get in side views when too many players get all tangled in together and you can't quite tell what's going on. You often get a nice 3D view of the ball too, as it flies up into the air and then plummets back down to earth again. And on the minus side? Well, timing headers can get very, very tricky, but more importantly it doesn't always 'feel' quite right somehow. After all, when you watch a game of soccer, you never see it from above, do you?



The Side View

A bit common, you get this viewpoint all over the place, but generally it's the most reliable method. It gives a good 'as seen on telly' angle, although things have to be quite well animated for it to work (not always the case) and you do tend to get horrible sprite 'scrums' at key moments.



A Bit Of Both Views

Only spotted occasionally, in things like *Gazza's Super Soccer*, this technique can get very confusing indeed. You get a side view when the ball's in the middle of the pitch, but when you get near to either goal the whole thing flips round to give a sort of overhead/into-the-goal-mouth sort of perspective. All very well, but it gives you a godawful headache after a while.



AND STILL TO COME...?

This is of course World Cup Year. And what happens in World Cup Year? Yes, hundreds and hundreds of new Speccy soccer games suddenly appear, that's what. There are going to be oodles of them – but how are you going to be able to tell them apart? What you need is a handy-dandy reference sheet to keep score on, isn't it? And – by Jingo! – what have we got here but the very thing! Simply keep reading *YS*, fill in the scores of all the new games in the spaces provided as we print them and 'Bob's your uncle' (as they say)! Now all you need do is take this copy of the mag down the shop with you whenever you intend to buy a footie game. You won't regret it! (Oh, and by the way, we've not included any budget games here – there'll be plenty of those around too. Check out *Matchday* or the Codies' World Cup offering for starters.)



WORLD CUP '90 SCORE CARD

GAME	COMPANY/RELEASE DATE	NOTES	SCORE
Adidas World Championship Football	Ocean – May/June	Programmed by Smart Egg Software, this one has to have a good chance around World Cup time.	.....
England – The Official Football Game	Grandslam – May/June	Grandslam has secured the official England licence, meaning it can use the images of all the individual players (say John Barnes, or Bryan Robson). It's also planning a feature which modifies the team's performance if one of these is injured and can't play. Blimey!	.....
European Superleague	CDS – June	Another management game to add to the list.	.....
Football Manager World Cup Edition	Addictive – any day now	Apparently even better than *Football Manager 2*, it comes with its own World Cup wall chart and a competition with 'prizes' like getting your picture up alongside Kevin Toms on the packaging of the yet-to-come *Football Manager 3*!! Blimey!	.....
Italy 1990	US Gold – April	We await US Gold's entry with bated breath. The one thing we're certain of is that it won't be a replay of *World Cup Carnival* (surely?).	.....
Golden Boot	Ocean – to be announced	We don't know much about this (including a firm release date) but it's a wacky football game programmed by Ocean France (responsible for *Beach Volley*, which looks less and less likely to ever appear on the Speccy).	.....
Kenny Dalglish Soccer Match	Impressions – April	A pretty straight, eight-way scrolling side-view footie game with a Kenny Dalglish licence attached. Again, a full review next issue.	.....
Kenny Dalglish Soccer Player	Impressions – end of next year	More in the *Footballer Of the Year* mould (though more arcadey than that apparently), this new Kenny game follows the fortunes of an individual player trying to make it into a team and then on and upwards from there.	.....
Kick Off 2	Anco – May	Hopefully a souped-up, less scrappily presented version of the original Spectrum game (on compilation now, though it was only released a few months ago).	.....
Liverpool – The Official Football Game	Grandslam – April	The first of the two 'official' Liverpool games, this one gets to use the images of the various players...	.....
Liverpool FC	Ocean – September	...while this one uses the official team badge and colours.	.....
Manchester United	Krisalis – any day now	Another game sponsored by a team as opposed to an individual player, we'll have a full review next issue.	.....
Player Manager	Anco – July	Like a sort of cross between *Kick Off* and a management game, this was a massive hit on the 16-bit machines recently and deservedly so. Will it do the same on the Speccy?	.....
Subbuteo	Goliath – May/June	Based not on football itself so much as the popular 'flick-to-kick' table-top game. Will we see giant fingers reach down onto the pitch? You'll have to wait and see! (Again.)	.....
Super League Manager	Audiogenic – May	Audiogenic's first Emlyn Hughes game got a critical drubbing from Marcus (and then went on to sell by the lorry-load of course). How will this management offering fare?	.....
Superleague Soccer	Impressions – out now	A pretty basic management game by all accounts. Again we'll be having a look at it next month.	.....
Vinnie Jones	Again Again – September	Too late for the World Cup, this will in fact sell on the 'merits' of soccer hard-man Vinnie himself. We can hardly wait.	.....
World Cup Soccer Italia'90	Virgin – May	And last, but by no means least, it's Virgin's game, the only one officially sponsored by the World Cup tournament itself. Hurrah!	.....

YS ADVENTURES



One game I'm looking forward to having a peek at is the new title from FSF Adventures, *Starship Quest*. It's by the same author who wrote *Magnetic Moon*, Larry Horsfield. I reviewed that one recently and gave it a better-than-average 6/10, but I have to say that wasn't good enough for some folks, who rated it as one of the best adventures ever released since the dawn of civilisation (ie when *YS* was first published). Bear in mind, then, that *Magnetic Moon* definitely has its avid fans.

Readers who ask about 128K games should check out *Starship Quest*, as it comes in 48K and 128K versions, with the 128K game having a vast amount of gameplay – the solution runs to four closely-typed single-spaced A4 pages! It's another space saga, so ideal for sci-fi freaks and Trekkies everywhere, and it costs just £2.50. The price of *Magnetic Moon* has also been reduced to the same amount, and the two together cost £4.50. Don't forget to say which version you want though. Larry Horsfield tells me he's sold more 128K copies of his first game than 48K ones. What can we learn from this? Ask him, not me – FSF Adventures, 40 Harvey Gardens, London SE7 8AJ.

raeme Bell lives in Bletchley, but that's the least of his problems. He asks me to print his name because last time it was mentioned no-one saw it. He also asks me to mention Paul Hiles. Good grief, what do you think this is, *Jim'll Fix It*?? Get on with it... adventures, man, that's what we're here for.

"Has anybody out there got a copy of *Rigel's Revenge*, *Serf's Tale*, *Gnome Ranger* or *Ingrid's Back* that they've finished with (tape or disk in the case of the last two)?" I'd have thought Level 9 might just have copies of those last two, Graeme. Bet you never thought of asking them! As for the others, they're harder to come by so anyone who's finished with their copies, please write to Graeme at 3 Carnoustie Grove, Bletchley, Milton Keynes, Bucks MK3 7RP. Finally Graeme suggests anyone playing *Behind Closed Doors* should try to CATCH ANT, or input certain naughty-type rude words with four letters. I can't think what words those could be, and I'm sure my innocent readers can't either.

Someone who's got a lot of Dutch courage is **Serge Royinga**, who lives in Dutchland and wants to start a Dutch adventure helpline as he thinks there are lots of Dutch adventurers who read *YS*. There are indeed, and lots of them write to me regularly. From now on they can write to Serge as well at Stationsstraat 30, 8601 GE Sneek, Holland.

Serge offers some tips to readers everywhere. In *Mountains Of Ket*, to find a map you have to go to the cartographer and then go up. In *Lords Of Time*, when you fall into the pit try giving some leaves to the brontosaurus (and when you get out you'll be needing a mirror). In *Pharoah's Tomb*, you get blocked by a rock, so get the matches, go north, pull the rock, go in, drop the matches and go east. If you take the matches with you they'll burn.

More blasts from the past, these being played by **Simon Johnson** at 29 Langford Way, Kingswood, Bristol BS15 2PD. Can anyone help, as my files don't quite go back to the dark ages, like these games do? One is *Dome Trooper*, for which Simon'd like to know what to say to the man at the end of the game when he asks you to shout a code at him. T'other ancient game is *The Code*, first published in 1984 when our youthful editor was only knee-high to a dung beetle. Simon wants any help at all on this one, as the sudden death routines are a pain in the botty and preventing him getting anywhere. He particularly wants to know the meaning of the clue you're given – 2C ONLY SEVEN PLANETS.

A trillion thanks to **Philip Squiggly-Name (Early?)** of Eastbourne, for sending in his hand-carved solution to *The Bard's Tale*, which has been placed under lock and key for future generations to consult. Philip now can't wait to get his mitts on the follow-up.

Any news, he asks? No comment, is the latest comment from Electronic Arts. Phil and others asked for the answer to the Magic Mouth – RETSINIS. Which sounds like a Greek drink but it's just the usual backwards writing.

Fred Maughan has been blessed with the same surname as our beloved T'zer, but does he have her charm, her good looks, her wit, her ability to sign pay-cheques? Probably not, but I'll answer his questions anyway. In *Lifeboat*, he says he's got all the ingredients for the magic brew, but can't get them into the pot. Try LIAP NI REDIPS TUP. And so on for all the other ingredients. To get the key from the blacksmith in Matchmaker you first SSARB EVIG, then SEYE KNILB.

Timothy Hendra of Glanamann says it's the first time he's written to me, so can I help him out? First or 101st, Tim, doesn't matter, just enclose the sae and I'll write back and tell you I don't know the answers to your questions. Well, sometimes I know, like how to get the money from the chest in *Inspector Flukeit* –

I'd been hoping to review Topologika's *Avon* before now, but, as usual, space is the final frontier. There's never enough of it. *Avon*'s a +3 text-only game written round the works of Shakespeare, but you really don't need to know them thoroughly in order to succeed. They're used more for inspiration and atmosphere. It sounds like it could be a pretty boring adventure, but it's far from that, judging by the bit of it I've seen so far. Those who want a game that's only available on the +3, to allow them to swank, should seriously think about *Avon*. It's not often you get the chance to play a game on the Speccy that's the same on all those posh-jobs like the PC, Amstrad PCW and even the Archimedes!

You also get a rewritten and expanded version of an earlier title, *Murdac*, on the other side. No space wasted. There's full packaging, a hints sheet, on-line help and even a free picture postcard of Stratford-upon-Avon. Coo! This bumper bundle costs £14.95 from Topologika, PO Box 39, Stilton, Peterborough PE7 3RL.

NTURES

by MIKE GERRARD





NAMECILOP A KSA. And where are the gloves in *Serf's Tale*? YNA T'NERA EREHT.

David Nicholls of Woodlands in Liverpool forgot the sae and asked six million questions. No room to answer them all here, but I've help sheets on some of them if you send in that sae, David. Meanwhile, on *Rebel Planet*, how to get past the creature outside the cave on the tunda – MUESUM EHT MORF ENOB EHT ESU. And what does the shadow want when it asks "Where's the zeven?" FFATS EHT.

Some tips are about to come your way, courtesy of **Paul Davies** of Aberdare. Funny, I thought he played for Arsenal. Nope, he's been playing *Skelvullyn Twine* instead of footie, and says the passwords you need are very literary. For Book Two it's EKALB MAILLIW, and for Book Three it's YDRAH SAMOHT. In *Souls Of Darkon*, to get your sword repaired HTIMSKCALB OT NIOC EVIG. In *Temple Of Terror*, to kill the torturer NOIPROCS A WORHT. Some general advice on *Bulbo And The Lizard King* – you'll have to think twice to kill Stratos. Remember that hate can kill and the power of the mind can defeat evil.

Finally, loadsareaders are having loadsaprobs on that Megagame known as *Retarded Creatures And Caverns*. Some wonder what to do when you've climbed into the pouch and can't see a thing... then get arrested a few moves later. What a poser. Mmm, maybe it's a posing pouch? The answer is DNUORA LEEF. The next most common question is how to deal with the eagle, which is not surprising as you can't do that 'til you've sorted out the pouch problem. That's the key to helping our fine feathered friend.

And on that note, B'DOING (f-sharp if I'm not mistaken), I shall pack my sandwiches into my sack, light my lantern, scratch my scrolls, brandish my weapon and boldly head out into the streets... Why, hello, officer, and how are you today? (Coming next month – Mike Gerrard Adventure Special from Wormwood Scrubs.)

Out soon from Compass Software will be a series of adventures going under the general title of *Digi Scan*. They'll be smaller in scale than usual, more like short stories, with 20 or 30 locations, lots of problems (just for a change) and loads of instantly drawn digitised graphics. Plus the whole thing's been done on *PAWS*. Watch out for the first two, *The Blood Of Smeagol* and *Night Walker*.

And those of you who've struggled through all three adventures making up the *Demon From The Darkside* trilogy will be delighted to know that you've now got to start all over again. Compass has just released *Shadows Of The Past*, a fourth game which throws you right back to the start, only this time the evil Drakon is all ready and waiting for you. The new 'un costs a very friendly £1.99 so scribble away to Compass Software, 111 Mill Rd, Cobholm, Gt Yarmouth, Norfolk NR31 OBB.

I've been sniffing around at Companies House and got copies of the last sets of accounts filed by the Adventurers Club Ltd. These only go up to 30th June 1988, but the club's income is way, way below what you'd expect, if the organiser's claim to have had more than 3,000 members is true. Not unless they were all only paying £5 each, and never ordering any software. Looks to me like someone was a little 'economical with the truth' with that membership claim – the figures would suggest a few hundred members at most. Your comments please, Mr Mueller? I'd be happy to print them, now you're deigning to speak to the world again.

CRACK CITY

It's taken a lo-o-o-o-ong time for this game to make it to a commercial release, as I first saw it umpteen moons ago when author Garry Cappucinni sent it in for review. Gary was planning to publish it himself under the awful title of '*Snap*', the first in a proposed trilogy. The other two were to be called – you guessed it – '*Crackle*' and '*Pop*'. I sent it back for the unusual reason that I thought it was simply too good! Too good to be wasted by trying to sell it himself and maybe only flogging a few copies, when he ought to be getting on with writing the sequels. I suggested he get a software house to publish it – and that he change the title. So here it is, published by Zenobi Software as *Crack City*, the first part of the *Snow Dogs Trilogy*. A vast improvement on *Snap*!

The game takes place in the near future, with you playing the part of a secret agent in the Secret Intelligence Foundation. The setting is New Washington, a city built to support Washington's increasing administration side and the north-east USA's ever-growing population. As a result of a Mafia drugs operation which is being uncovered, you've been called back from your holiday in the Maldives. And I wish I had a fiver for every secret agent who's been called back from holiday in order to star in an adventure game! But that's the only cliché, the rest is fresh and well thought-out.

In fact, you get to choose which of three secret agents you want to be. There's Mick Hammelford, who scores well on the shooting range but will never be heavyweight champeen of the world; Louis Chorbenski, a Polish giant whose brain rattles about in his head like a pea in a whistle; and finally Ed Macpherson, who's English and a general all-round good egg.

Crack City was written using *PAWS*, but you'll never believe it when you see the screen layout, with its changing graphics, icons, complex status line and loads of other features. It'll give *PAWS* users heart attacks as they try to figure out how it's been done. In the graphics section at the top of the screen there's more information than you'll find in the average MI5 Filofax. If there had only been the 3D perspective graphic of each location that would have been impressive enough, but that takes up a small portion of the screen and is surrounded by other information.

On the left a series of icons shows the available exits in white, or grey if not currently available. This changes if you find a secret exit by searching around. The faces shown also change, as characters appear and disappear in the same location as yourself – nurses, policemen and even Dwight, your faithful assistant, who's given to wandering in and out looking lost 'til you tell him to stick with you. Oh yes, you can talk to all these characters as well, although that's subject to the usual problems that speech in an adventure throws up. A lot of people spend a lot of time saying "Hi" to each other.

On the right a section is given over to the objects you're carrying, showing how close you are to the maximum permitted in your hands, your pocket, your wallet and so on. This isn't just a gimmick, as it does help if you look at them to see if you can pick up one more object, or need to put something down first.

Below this little lot is the status line, showing the time of day, your cash, skill level, SIF rating, mortality level, score and number of turns taken. Again, they're not just put there for show, most are an integral part of the game – if it's night you'll need to sleep, if your mortality level's low and your turns are increasing, watch out.

It helps to have these things permanently visible on the screen, rather than have to keep typing separate commands for each one. You'd spend so much time checking on your status you'd never find time to do anything! And if you're worried that all this stuff is bound to slow the game down, then think again. Everything appears almost instantly, and that includes the graphics. Half a second and they're there, a testament to the programmer, to *PAWS* and to the good old Spectrum. If, however, you don't want all this stuff, you can just as easily switch it all off and play *Crack City* as a straight text adventure, with all the sophisticated commands that *PAWS* allows, like multiple inputs, OOPS, RAMSAVE and so on.

But what of the gameplay itself? Well, inevitably with all these memory-hungry features, it doesn't have the depth of a Dungeon Adventure, let's be honest. But the author's done his best to make the problems more complex, and that works better in a game with fewer locations. Your first task is to find something to eat, which means not being distracted by each and every problem you'll encounter near the start – get out there and find something to munch! I did get a bit annoyed when I kept dying of hunger, but it's a sign of how engrossing the game is that although I thought it was happening every few moves, in fact I'd taken 78 turns on one occasion and not realised it. My score slowly improved too. First a shameful 2%... then 7%... then 12%.... a reason to keep playing.



Not that you'll need much reason to keep playing *Crack City* – you'll play it because you want to. The game is quite simply brilliant, and puts most home-grown adventures to shame. A few years ago it would have been snapped up by someone like Mastertronic or Firebird and sold thousands, no doubt about it. Never mind, it's available, that's all that matters, and discerning adventurers will be adding it to their collections without delay.

Title.....*Crack City*
Price.....£2.49
Publisher.....Zenobi Software 26 Spotland Tops, Cutgate, Rochdale Lancs OL12 7NX

Graphics
Text
Value for Money
Personal Rating
9

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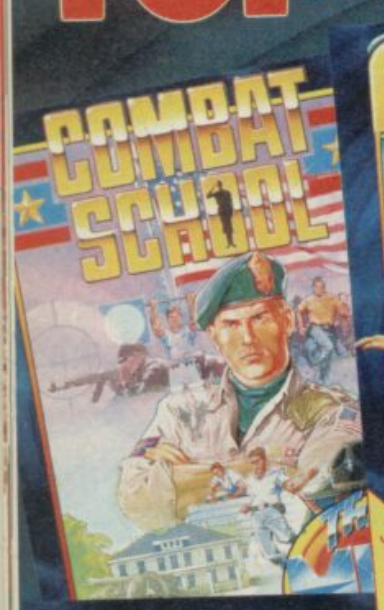
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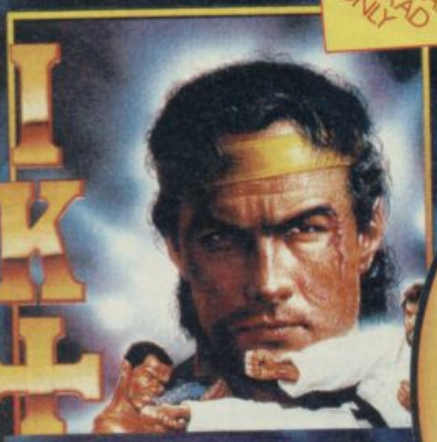
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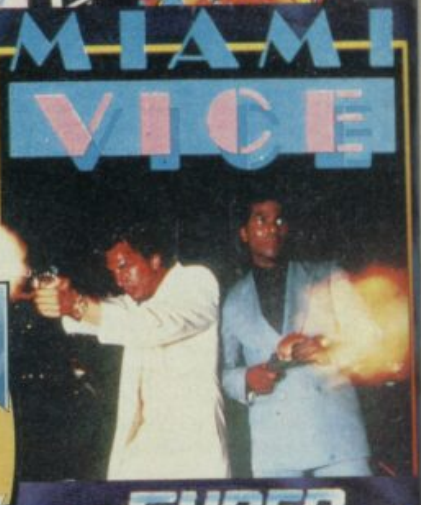


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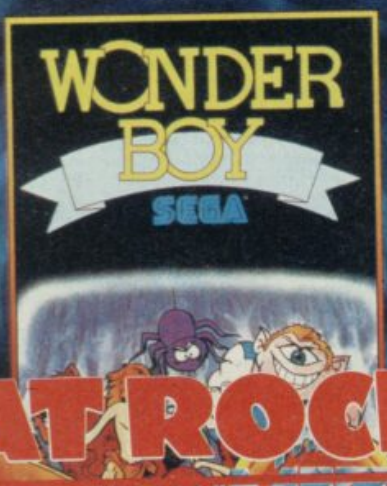




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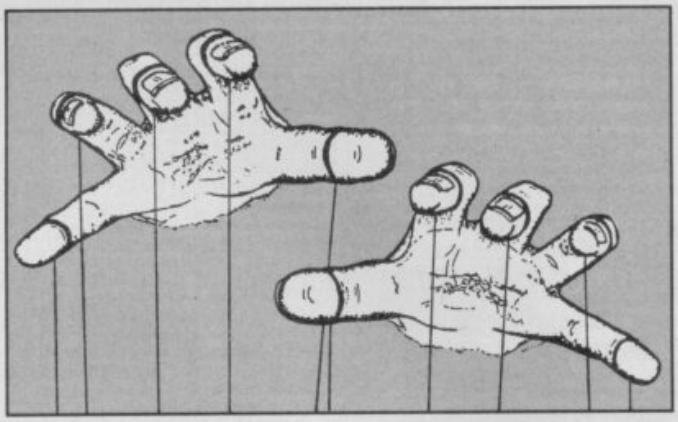
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HIT SQUAD

JOHN AND HELEN GET INTER-ACTIVE

Adventure-writing utilities are terrific programs, but the wonderful things they can do aren't always that easy to discover – not without a lot of head-scratching, late nights, muttering and mistake-making along the way. It's a lot more simple if you've got an expert to help you, someone who's good enough to share their own secrets with you. Such a wonderfully warm and kind-hearted human bean is Mark Cantrell, author of that marvellous game, *Diablo!*

Mark's sent me the following article explaining how you can have more than one main character in your *PAW*'d adventure, and switch control of the game between them. So over to Mark...



The following routines will allow an adventure to use a number of characters which the player can switch between at any point in the game, as seen in commercial releases like *Runestone* and *Terrors Of Trantoss*. When not controlled by the player, such a character could become a normal PSI (Pseudo-Intelligent Character).

This first routine will simply show you how to switch between two characters, John and Helen. In this example, the PSIs are entered in the object table as objects – John is the first entry, Helen the second. Their nouns should be entered below 50 in the noun table, and also entered in the object words table.

RESPONSE:
CONTROL JOHN
EQ 13 10; check controlling John already?
SYSMESS 87; then say so
DONE; finish the command
CONTROL JOHN
NOTZERO 14; is he dead?
SYSMESS 88; then say so
DONE
CONTROL JOHN
PROCESS 6; call primary exchange routine
DONE
CONTROL HELEN
EQ 13 20; controlling her already?
SYSMESS 87; then say so
DONE
CONTROL HELEN
NOTZERO 15; is she dead?
SYSMESS 89; then say so
DONE
CONTROL HELEN
PROCESS 6; switch to primary exchange routine
DONE; finish response section
CONTROL _
SYSMESS 90 DONE; prints "Control who?" if noun is not HELEN or JOHN

The above section of the routine establishes the player's ability to change characters. Each character will need the three lines. The first checks that the player is not already controlling that character, and if he is then a message is printed to say so (message 87). The second line checks that the particular character is alive, and if they're not then the player will be told he cannot take control because that character is dead (messages 88/89). The third line calls the first section of the exchange routine... of which more in a mo'.

The last line merely asks the player which character he wishes to assume if he has failed to specify one, mis-typed the name or typed the name of a character they cannot control. Since characters can die in most adventures and since with this routine the game need not come to an end until all the player characters are dead, then the player must not be able to enter commands when in control of a dead character. Of course in a small example such as this, with just two characters, the game can simply put the player in control of the surviving PSI. When using more than two characters the following lines will be needed...

RESPONSE:
* *0
EQ 13 10; in control of John?
NOTZERO 14; is he dead?
NOTEQ 33 x; verb is not CONTROL
SYSMESS 88; "He is dead."
DONE; exit the table
* *1
EQ 13 20; controlling Helen?
NOTZERO 15; is she dead?
NOTEQ 33 x; verb is not CONTROL
SYSMESS 89; "She is dead."
DONE; exit the table



These entries intercept any command made which is not CONTROL. *PAWS* will still be taking its turn at the game, which means that while you are dead game time will still be passing for other characters. Once the character is dead you may want to move it into an empty room, otherwise you'll find the game printing reports of a character's movements to you when it's supposed to be six feet under!

FLAGS:
11: John's room
12: Helen's room
13: character indicator
14: John dead?
15: Helen dead?
61: indicate changing characters
62: dump/collect worn or carried objects

SYSTEM MESSAGES:
87: "You are already controlling that person!"
88: "John is dead."
89: "Helen is dead."
90: "Control who?"

ROOMS:
4: John's carried objects store
5: John's worn object store
6: Helen's carried object store
7: Helen's worn object store

The next section of the routine, the primary exchange section, begins the process of changing characters. Each character must have one line associated with it for each of the other characters. So, for example, if the game has four characters then there must be three of these lines per character...

PROCESS SIX:
CONTROL JOHN EQ 13 20; controlling Helen?
GOTO 6
PROCESS 7; dump Helen's carried objects
GOTO 7
SET 62; set to worn objects
PROCESS 7; dump Helen's worn objects
SET 61; indicate changing character
LET 16 10; set control to John
CLEAR 62; reset to carried objects
CONTROL HELEN
EQ 13 20; controlling John?
GOTO 4
PROCESS 7; dump John's carried objects
GOTO 5
SET 62
PROCESS 7; dump John's worn objects
SET 61; indicate changing character
LET 13 20; change to Helen
CLEAR 62; reset to carried objects

The above lines form the primary exchange routine. The routine checks which character the player is controlling by using the EQ 13 'condact'. The routine must determine which character is being controlled so that the objects can be properly dealt with, hence there being one entry for each of the other characters, as mentioned.

Having determined which character is currently controlled, the line then places the player in that character's carried object store. It then calls a sub-routine to dump all the objects in that location. The





routine then sends the player to that character's worn object store. Flag 62 is set to indicate that worn objects must be dumped or collected, depending on which part of the exchange routine called it, then the dumping routine is called once more.

Now Flag 61 is set, which will ensure that the secondary exchange routine is active in Process Two and also tell the dumping routine to collect objects instead. Flag 13 is then set to 20 to indicate that the new character has been selected, and Flag 62 is cleared to indicate that the second part of the routine must collect objects that should be carried.

PROCESS SEVEN:

```
* *
ZERO 62; move carried objects?
ZERO 61; dumping objects?
DOALL 254; scan for carried objects
* *
ZERO 62; as above
ZERO 61; as above
PUTO 255; place objects in current location
DONE; repeat or end loop
* *
NOTZERO 62; move worn objects?
ZERO 61; as above
DOALL 253; scan for worn objects
* *
NOTZERO 62; as above
ZERO 61; as above
PUTO 255; put all objects in current location
DONE; repeat or end loop
```

The above lines deal with dumping objects and this is the section which is active when called from the primary exchange routine. The lines look at which objects are being dumped, either carried or worn (ie Flag 62 set or clear), and establishes a DOALL loop in the relevant location – room 254 for the player's carried objects and 253 for the player's worn objects.

The next line then processes the objects discovered by the DOALL loop, checks for the correct type (ie carried or worn) and then places the objects that have been found into the current location (255) which would be the relevant object store. The DONE 'condact' continues the loop or exits it if no other objects are found.

PROCESS SEVEN:

```
_ _
ZERO 62; move carried objects?
NOTZERO 61; collecting objects?
DOALL 255; scan for objects in location
_ _
ZERO 62; as above
NOTZERO 61; as above
PUTO 254; place objects in carried room
DONE; finish loop
_ _
NOTZERO 62; move worn objects?
NOTZERO 61; as above
DOALL 255; scan for objects in location
_ _
NOTZERO 62; as above
NOTZERO 61; as above
PUTO 253; place objects in 'worn' room
DONE; finish loop
```

The next part of the routine deals with collecting objects from the newly assumed character's store rooms and placing them in the player's inventory rooms (253 and 254). It works in the same way as the first four lines, but the DOALL loop looks for objects in the player's position, the object store rooms, and places them in the inventory. These lines could be separated into two sub-routines, but bear in mind that each process table has an overhead of 12 bytes. The secondary exchange routine is entered in Process Two...

PROCESS TWO:

```
* *
EQ 13 10; now controlling John?
NOTZERO 61; collecting objects?
GOTO 4
PROCESS 7; collect carried objects
GOTO 5
SET 62; indicate worn objects
PROCESS 7; move worn objects
CLEAR 62
CLEAR 61; reset exchange flags
COPYFF 11 38; put player in new location
DESTROY 1; remove character object
DESC; describes the new location
* *
EQ 13 20 NOTZERO 61 GOTO 6
PROCESS 7 GOTO 7 SET 62 PROCESS 7
CLEAR 62 CLEAR 61COPYFF 12 38
DESTROY 2 DESC; as above but for Helen JOHN
* *
EQ 13 10; controlling John?
ZERO 14; is he alive?
COPYFF 38 11; update PSI's position flag
* *
EQ 13 20 ZERO 15 COPYFF 38 12; as above but for Helen
```

The first two lines of this routine take care of collecting the character's objects and placing them into the player's inventory. It is essentially the opposite process to dumping the old character's objects. It then places the player in the location previously occupied by the new character as a PSI and removes the character as an object. It then describes the location.

The next two lines maintain the position of the character by updating the character's location flag so that it may be placed at its location correctly when the player assumes another character.

Finally, Process One must have a couple of lines to move the PSIs and keep the object in the same place that its location flag indicates...

PROCESS ONE:

```
* *
NOTEQ 13 10; not controlling John?
ZERO 14; is he alive?
COPYFO 11 1; place object at specified location
* *
NOTEQ 13 20 ZERO 15 COPYFO 12 2; as above but for Helen
```

This routine is merely the bare bones. You may want to provide your characters with some attributes, such as morale, strength, stamina etc, in which case each PSI could have its own store flags to hold these values and be exchanged between such flags and some work flags whenever the player assumed control of another character. In that way, one set of processes could be used upon the attribute flags for all characters when under player control rather than a separate process for each.

If any of the above is not clear, contact Mark at 112 Upperwoodlands Road, Bradford BD8 9JE. He won't be able to answer each and every *PAWS* question, so don't inundate him with all your programming queries.

KET KORNERED

A lot of you have been asking me questions lately about *Mountains Of Ket*. Which is all very well, but even I've had trouble with a handful of them. Hard to believe, dear hearts, I know, but true. So, lo and behold, who should come charging to my rescue but that solver supremo Tom Frost. And here's his solution...

N, GET CHAIN, S, S and hear "TALPS" (if not, go S-N-S until you do). E, E, N, N, BUY AXE, S, S, S, CHOP LOG, GET LOGS, N, N, E, N, GIVE LOGS, READ MAP, S, DROP MAP, W, N, SELL AXE, BUY POTION AND LAMP, DRINK POTION, S, S, W, BUY AND RIDE HORSE, E, S, E, N, N, E, E, GET DICE, W, S, E, E, GET BEARD, DISMOUNT HORSE, LIGHT LAMP, S, W, GET FOOD, E, S, W, FEED DOG, GET DOG, E, N, TIE DOG, DROP BEARD AND DICE, S, E, GET WAND, W, N, E, E, SAY POLO, E, GET AND READ GAZETTE, W, S, SAY TALPS, S, GET BOTTLE, D, FILL BOTTLE, S, GIVE GAZETTE, N, U, N, N, W, DROP GOLD, DROP BOTTLE AND SWORD, GET DICE, E, S, S, S, S, S, SAVE, PLAY DICE, Y (press any key and if dice game lost then LOAD and play again 'til won).

N, N, N, N, W, DROP DICE, GET BOTTLE, E, E, SAY POLO, E, S, S, U, POUR OIL, OPEN DOOR, W, W, SAVE, N and fight. Don't take the escape option. If you lose a lot of energy points then LOAD and go through fight sequence again.

GET RING, S, D, GET CLOAK, U, E, OPEN DOOR, E, D, W, GET NECKLACE, E, N, N, W, W, DROP RING AND NECKLACE, DROP CLOAK, E, E, SAY POLO, E, E, S, FILL BOTTLE, GET DIAMOND, SAVE, N and fight. As before, LOAD and fight again if you lose energy points.

W, S, S, U, OPEN DOOR, W, W, D, S, SAVE. In any fight with the dragon, take the first possible escape option then take the appropriate direction. E, S, S, S, DRINK ELIXIR, S, GET HAT, N, N, N, N, N, GET BRACELET, S, W and if energy level is now unacceptable just LOAD and try again from last SAVE position.

N, U, E, OPEN DOOR, E, D, N, N, W, W, DROP BRACELET AND DIAMOND, DROP BOTTLE, WEAR HAT, GET AND WEAR CLOAK, GET AND WEAR BEARD, S, S, S, GET ARMOUR, N, N, N, DROP BEARD, DROP HAT AND CLOAK, GET AND WEAR RING, WEAR ARMOUR, S, S, DROP LAMP, S, D and Y if you wish to load the next part.

GENERAL NOTES

- For foreign adventures, a Polo is an English mint sweet, so you must SAY POLO at the mint wall.
- Do not initiate a fight with anybody or anything.
- It's possible to accumulate a high energy level to carry forward to the next adventure in the trilogy, *Temple Of Vran*.
- You will drown at the lake if you carry too many items.
- The effect of the elixir is only just sufficient for the moves indicated.
- Any items that are dropped and then taken by the rats are found in the maze.
- There's no apparent method of ensuring a victory in the dice game with the ogre.
- TALPS is merely "SPLAT" spelt backwards, *Splat* being an earlier arcade game from the same publishers, Incentive.

LOOK AT THESE TWIN GLOBALS!

Yet again, the mega-stupendous *YS* has come up with an exclusive adventure-type offer for its lucky old readers. Nowhere else in the entire known universe, not even in the blackest black hole way off in the farthest-flung corner of the galaxy (the corner where the dust all gathers), will you be able to get your hands on these two-for-one tapes from Global Games.

Global's the company that's run by William Young, he of Spectrum Adventure Exchange Club fame, and wee Wullie from Bonnie Scotland is offering *YS* readers the chance to buy two of his adventures for just £1.99, including postage. Or four for, erm, £3.98. Or if you're feeling really rich you can get all six for... gosh... oh, about... three twos is six, less... about £5.97. Clip the pretty little coupon toot sweet, bargain-hunters.

If you want to know a smidgeon more about the games, then *Number 6* is based on the cult TV series *The Prisoner*; *Virus* is a Dr Goo adventure well reviewed in the past; and *Once Upon A Lily Pad* is a chucklesome little tale of life as a frog.

TO: Dept *YS*, Global Games, 4 Kilmartin Lane, Carluke, Lanarkshire, Scotland ML8 5RT.

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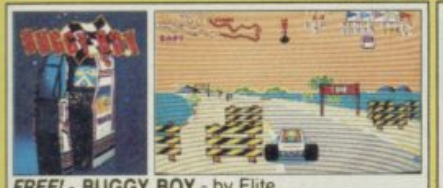
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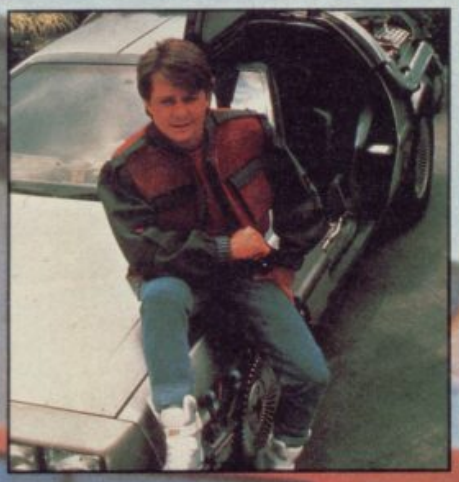
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BACK TO THE



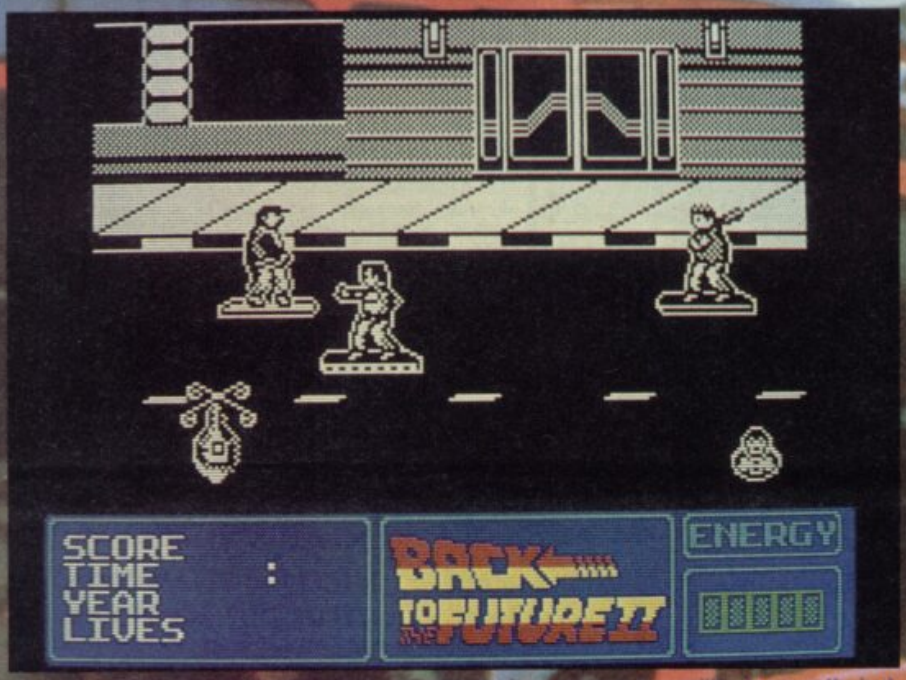
"So who went to see *Back To The Future II* then?" asked Matt for the fifth time in one morning. Everyone sniggered and shook their heads in unison. (It wasn't that they hadn't seen it as such, just that they couldn't for the life of them remember what it was meant to be about!) Just then JONATHAN DAVIES walked in, rubbing his eyes. "Um, I did," he admitted inadvisably. "Hah! In that case you can do the preview of the Imageworks Speccy version!" the office chorused. So he did...

Let's start with the same question, eh? Hands up those of you who've seen *Back To The Future II*. Hmm. Quite a lot. Now hands up the ones who can remember what it was all about! Aha! Just as I thought. Sure, it was a lot of fun in a hyperactive, all-American sort of way, but actually working out and following the plot (let alone remembering it all afterwards) was a task beyond most of us. Still, with a bit of help from the Imageworks folk, I eventually managed to piece it all together, and here it is...

BACK TO THE FUTURE II – JUST WHAT WAS IT ALL ABOUT THEN?

Well, basically it was the same as the original *Back To The Future*, just more so. There were lots of swish time-travelling cars, lots of people running around shouting "Aw, shoot!" and muttering things about high school proms, root beer and Classes of '55, lots of very young actors made up to look like they're 75, and lots (and lots) of shots of Michael J Fox *(Squeeeee!! Girlie readers)* stumbling around looking bewildered. Everything happened at breakneck speed, the plot twisted and turned every five minutes, and everybody kept zooming backwards and forwards in time, just to make things even more ultra-confusing.

Basically young Marty McFly (Michael J) runs into the wacky Doc Brown (his co-star in the first film) who waves his hands about a lot and yells "It's your kids, Marty! Something's got to be done about your kids!" Eek! The apparently happy ending of part one actually wasn't that happy after all! So Marty, his girlfriend (who spends the entire film unconscious) and the Doc return from 2015 to find that their time-travelling high jinks have altered the present again (1985) – this time it's become a Las Vegas-like hellhown, controlled by a middle-aged version of Marty's old enemy Biff Tannen. And he's now married to – gasp! – Marty's mother! To fix it all Marty and the Doc have to zoom back to '55, zoom forwards to 2015 and...



Here we have part of the futuristic hoverboard sequence – scrolling's smooth, but what's that funny helicopter thing in the bottom left corner? (We haven't a clue!)

MISSION 1

Right, we kick off in the year 2015 with a reworking of the original skateboard chase from the first film, but souped up with futuristic hoverboards. Marty is trying to escape from arch-enemy Griff (son of Biff, and exactly the same except even stupider!) and his equally useless gang, who've mistaken the time-travelling McFly for his gormless son-to-be. Blimey!

The version we've seen has the scrolling completely worked out (it's very smooth, and works both horizontally *and* diagonally) and Marty can be made to weave around all over the shop, jump over things (like cracks in the road) and, best of all, beat people up! When the whole thing's finished it should be possible to actually grab onto cars as they go past too! There'll be things to pick up as well, including Pepsi cans and Nike shoes (like the movie, *Back To The Future II – The Game* features prominent product placement!), which will give you extra speed, energy, acceleration, punching power, rotten teeth, the list is endless...

MISSION 2

This is the first of the two non-arcade sub-games, and Jennifer's the one in trouble this time. She's your girlfriend (in case you'd forgotten), and has been whisked off back to her home at the future by the police, who've found her unconscious in a side street. The catch is that she's already there. Eh? Never mind. (These things happen with time travel.) Anyway, the thing is that if she bumps into herself, or any members of her family, there'll be an awful hoo-hah! So you've got to get her out before she does, using a little pointy-thing to open and close doors and sort of guide Jennifer out.

It's a logic puzzle really, the trick being to get the optimum combination of open and closed doors as quickly as possible. The room layout will be picked at random from one of four, just to confuse things. The good news is that things can only get better on this level – you can't lose energy, only gain it.

FUTURE II



More of the hoverboard sequence – notice how the scrolling suddenly switches direction as you skate up the screen. Very neat. (Pity you can't jump up onto the City Hall steps though!)



We haven't seen this bit up and running, but this is what the alternative earth 1985 beat-'em-up sequence will look like. Dark blue graphics add to the spooky look, though that hat makes it look more like a cowboy sequence!

zoom about all over the dilapidated place basically, coming across all sorts of goons along the way.

A rollercoaster action film, yes, but quite a difficult one to convert to a successful computer game, as Imageworks will readily admit. It doesn't really lend itself to a shoot-'em-up or a Bobocalypse, and the various action sequences are so spread out by time, place and new bits of plot that the whole thing could easily end up feeling disjointed.

That having been said, Imageworks has tried to stick as closely to the plot as possible, with a traditional combination of (and doubtless much-loved) arcade adventure. It's a collage, as it were, of little bits and pieces from the movie. The programmers have picked out five 'missions' (the best sequences) and turned them [illegible] three of them tie into each other fairly closely, while the remaining two are [illegible] levels.

And – spook! – from what we've seen they've managed to do the very best of a pretty difficult job. Bravo!

SO WHO'S RESPONSIBLE?

Carl Jeffries of 'Images' is the man with all the details. So how come you seem to know all about it then, Carl?

"Well, actually we're writing it! We've got Tony Mack doing the coding, and the graphics are being done by Andrew Pong and Jason Lihou."

Could you spell that?

"Yes."

"We've been working on since December actually. The main problem we've had is that the film isn't actually that action-packed. Not like Wizball!

anyway. So we were a bit stuck for things to do. In the end we decided to base it around the hoverboard sequence and stick in a couple of sub-games. We've even got a *Back to the Future III* bit on the end, just like the trailer at the end of the movie! Naff, eh?

Indeed. So what have you got lined up for 'dessert' then?

"Our next project is going to be this Kung Fu Chinese thing. Not a beat-'em-up though. It's going to be very strong graphically, and should be worth watching out for."

FAX BOX

Game	*Back To The Future II*
Programmers	Images
Publisher	Imageworks
Price	£9.99 cass/£14.99 disk
Release date	July

MISSION 1

It's 1985 again. Phew. But yikes! Everything's gone weird. (This is an alternative time-stream version of '85 created by Marty's time-travel meddling.) The whole place is run down, with 'undesirables' everywhere. You'd better find Doc (and fast). Sounds like a job for... a beat-'em-up! Yup, here we go again.

It's a scrolling one, with dark, hopefully quite atmospheric graphics to get you into the mood of the alternative 1985. You've basically got to punch and kick your way through all these horrible punks and skinheads and make it to the end. Here you'll bump into Biff himself, who's got a gun. Blimey!

MISSION 2

It's the other puzzley thing, and now we take a gigantic leap backwards – to 1955, in fact. I don't quite get this bit. I quote – "You must put back together the animated scene of the band and Marty on stage singing *Johnny B Goode* from the first film." Erm, right. What this amounts to apparently is a sliding block puzzle, which you (as the other version of Marty watching the whole thing) must control using a pointer.

Originally, the programmers were going to have a crack at doing something with those sandbags above the stage. But, er, they couldn't think of anything. So instead we find ourselves trying to reassemble the band. The catch is that they're fully animated, and dance about all over the place, so it's harder than you might initially think. An added bonus is that Imageworks has secured the rights to *Johnny B Goode* (the tune the band played in the film), and the original song will be fully Spectrumised. Hurrah!

The quicker you get through this part, the more points and energy you'll accrue. So it's certainly worth having a good crack at!

MISSION 3

Finally it's hoverboard time again. You're chasing Biff to try to get the almanac (a key prop) because what you thought was the almanac actually isn't, so you haven't got it after all. Or something like that.

This bit's going to be pretty much the same as the first section (but with the graphics changed round, since it's 1955 again). Once you get to the end though you've got to tackle that rather hairy scene where you're hanging off the side of Biff's car, trying to get hold of the book. It's blimmin' murder!

LORDS OF CHAOS

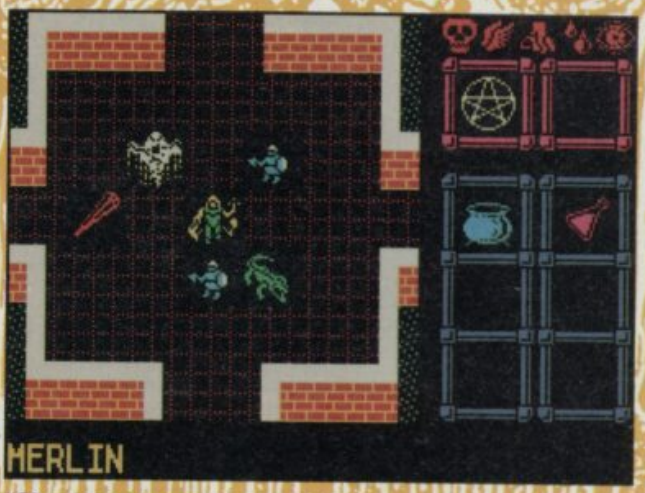
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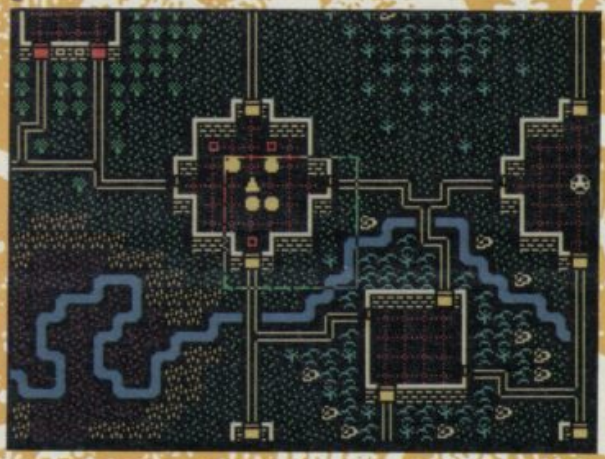


Davey "Don't worry," quoth Matt, handing me a manual as big as the collected works of Mills And Boon. "It's not as complicated as it looks." Gulp. As a rule of thumb, flight sims and strategy games have big manuals, and *Lords Of Chaos* certainly falls into the latter category. Of course, you'll know this already if you read Macca's Megapreview a couple of issues back. Anyway, off I trolled, game and paperwork in hand, to load up my humble Spec. So what's it like? Blimey, steady on, give me a chance...

Right, here we go... *Lords Of Chaos* is the product of the feverish brain of Julian Gollop, he of *Laser Squad* fame. It's a sword and sorcery epic in which you get to play a wizard either against the computer or with up to three pals. There are three scenarios, each of which gets progressively more tricky. Basically you've come from another world called Limbo (nice name, isn't it?). Each scenario takes you to a different world where you have to perform various tasks before a portal appears through which you can leg it back home. Your main challenge is to stay alive (!), but other tasks include collecting treasure, fighting beasties and duffing up other wizards. If you survive a game you're then able to benefit from your experience – you're rewarded with experience points, and you can then spend them building up on the various attributes of your wizard.



"Show me a home where the buffalo roam..." Perhaps summoning all these animals into the middle of my wizard house wasn't such a good idea after all. They certainly aren't toilet-trained!

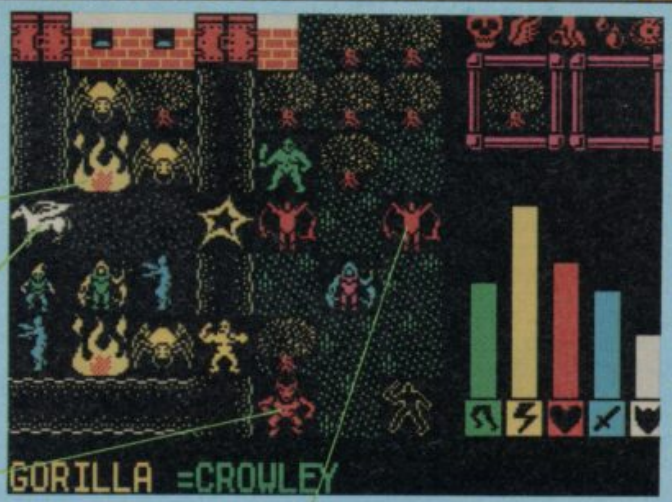


Here's a panoramic aerial view of the battlefield, with a box drawn round the 'zoom-in' bit if you want to study things in a bit more detail. Makes you feel airsick just looking at it, doesn't it?

Dungeons And Dragons fans will recognise this feature, and be pleased to hear that much of the game system is akin to *D&D*. You can start a game with a wizard created by the computer, or else use the rather unique Wizard Editor to create your own. Each wizard has a set of attributes and knows certain spells. Furthermore, each spell – and there are 45 in all! – can be mastered at different levels. You will also be able to make potions by finding ingredients like mistletoe, ambergris and holly and bunging them all into a steaming cauldron.

After getting this far into the game you'll hardly be wanting to start again, will you? Good job then, Spec-chums, that you get the facility to save games and characters onto disk (or tape) for future use. The graphics are nice and colourful, and some of the little sprites are animated. There's even some sound when you zap creatures with spells, but actual combat is all worked out by the computer in a silent, orderly sort of fashion. All in all, there's lots (and lots and lots!) of depth here – real value-for-money stuff. Starting with just your wizard you soon conjure up hordes of mystical creatures who you then take control of. Some of the creatures can fly, some can walk, and basically you get to boss them all around. Hurrah! Find yourself some treasure, locate weapons, turn them into magic weapons, get out there and kick bottom.

And that's it really. A whopper of a game – perhaps not the kind of fodder to keep die-hard arcadesters happy, but *D&D* fans, sword and sorcery nuts and strategy enthusiasts will absolutely lap it up. If you fall even vaguely into any of these categories then you'll certainly want to check out *Lords Of Chaos*.



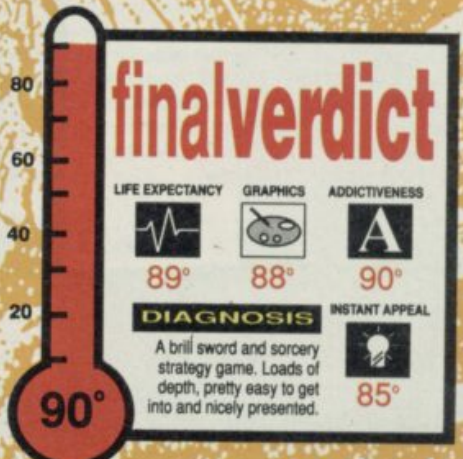
Fire is very handy indeed for roasting things, as any budding Boy Scout should know – marshmallows, pigs, people. But here you don't even need a box of Swan Vestas to start one!

This winged horse thingy is one of the groovy flying creatures. You can hop onto one of these to fly over tricky terrain (and trouble).

The second 'hardest' beastie you'll encounter is a Demon. Best to leg it!

Vampires spell trouble too! They're one of the undead contingent and can only be harmed by magic weapons, spells or other undead creatures.

finalverdict



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PROGRAM PITSTOP



After months of making do with a scrappy photo booth picture for Pitstop, JONATHAN DAVIES eventually consented to have a proper snap taken. The result? Exactly the same!



Sub-zero temperatures, eh? I'm freezing at the moment. Have you ever tried typing when your hands are all cold? It's weird. You know which keys you want to press, but your fingers just seem to float all over the place. It's a shame, really, as it was so nice and sunny today. Perhaps I'd better close the window.

Right, so what have I got lined up for you this month? Well, ahem, there's a teensy-weensy little problem. Remember *Variturbo* from last month? We promised you the second instalment this ish, right? Well, er, due to 'unforeseen circumstances' I'm afraid you're all going to have to sit tight until next time. But all is not lost! Just take a gander at this spanking double bill – first we've got **Rick O'Neill** delivering another fab message scroller, *Swiss Scroll*, and then **Gordon Murray** with his *One-Line Fight Simulator*. It's may not be *Bomber* but it's pretty wazzy all the same. Bravo!

SWISS SCROLL

by Rick O'Neill

Actually, Rick O'Neill isn't from Switzerland, and neither is his scroller. They're both live in Scotland, and a good thing too.

You may remember Antony Purvis's message scroller from, oooh, way back when. Well, this is the same sort of thing, only different. It's similar in that it scrolls messages, and that the messages are really big, being formed in the attribute file. The difference, though, is that these messages are BIG. Yup, they fill up the whole screen. Also, they're not interrupt driven so, while not being quite as versatile as the first one, the program is a touch shorter and easier to use.

The 'getting it in' routine is the same as usual – type in the basic and save it onto a tape. Then, using the Hex Loader, type in the Hex and save that after the basic. Run the program and you'll be given a demo.

To make use of the routine in your own programs you'll need to type what you want scrolled into a REM statement at the beginning of your program. You can use all the usual characters and also colour control codes (there were some quite fetching ones in the demo, but sadly they didn't print out). Then POKE SCRL+1, LINE and RANDOMIZE USR SCRL, where SCRL is the start address of the routine and LINE is between 0 and 255 (the number of the REM line).

Basic Bit

```
   1 REM          YOUR SINCLAIR
presents . . . . A  FULL SCREEN
 scrolly message program . . . .
                Program Writ by
Wrick:
   2 REM
   3 REM          Put your own mes
sage in line 2'
   4
 100 LET SCROLL=9010
 110 POKE 23693,71: BORDER 0: CL
S : GO SUB 9000
 115:
 120 FOR a=USR "a" TO USR "a"+7:
 READ b: POKE a,b: NEXT a
 125:
 130 DATA 124,254,b,b,b,b,124,0
 132:
 150 LET LINE=1: GO SUB SCROLL
 160 LET LINE=2: GO SUB SCROLL
9999 GO TO 10000
9000 LET SCRL=65024: RETURN
9010 POKE SCRL+1,LINE: RANDOMIZE
 USR SCRL: CLS : RETURN
9020
9800 GO SUB 9000: CLEAR SCRL-1:
GO SUB 9000
9805 LOAD ""CODE SCRL
9810 RESTORE 9860
9815 FOR A=1 TO 3
9820 READ DS,VAL
9830 LET AD=VAL+SCRL
9835 LET DS=DS+SCRL
9840 POKE DS+1,INT (AD/256)
9845 POKE DS,AD-256*PEEK (DS+1)
9850 NEXT A: RUN
9860 DATA 170,4,214,4,253,121
9870
9999 GO SUB 9000: SAVE "BIG SCRO
LL" LINE 9800: SAVE "SCROLLY"COD
E SCRL,256
```

Hex Loader

```
  10 REM General Hex Loader
  15 REM When typing in hex,
  don't put in the spaces, and
  type "STOP" (G/Shift + A) when
  you've finished.
  20 POKE 23658,8
  30 INPUT "Start Address: ";sta
rt
  40 POKE USR "a",INT (start/256
): POKE USR "a"+1,start-256*INT
(start/256)
  50 CLEAR start-1
  60 LET start=256*PEEK USR "a"+
PEEK (USR "a"+1)
  70 INPUT "File Name: "; LINE f
$
  80 LET q=start
  90 LET cs=0
 100 PRINT AT 0,0;"Address ";q
 110 INPUT (q);": "; LINE a$
 120 IF a$=CHR$ 226 THEN  GO TO
320
 130 IF LEN a$<>16 THEN  GO TO 3
70
 140 LET f=0: FOR j=1 TO 16
 150 IF (a$(j)<"0" OR a$(j)>"9")
 AND (a$(j)<"A" OR a$(j)>"F") TH
EN  LET f=1
 160 NEXT j
 170 IF f=1 THEN  GO TO 370
 180 FOR n=0 TO 7
 190 LET y=CODE a$(1)-48: IF y>9
 THEN  LET y=y-7
 200 LET z=CODE a$(2)-48: IF z>9
 THEN  LET z=z-7
 210 LET va=16*y+z
 220 LET cs=cs+va
 230 POKE q+n,va
 240 PRINT AT 2,n*3;a$( TO 2)
 250 LET a$=a$(3 TO )
 260 NEXT n
 270 INPUT "Checksum: "; LINE a$
 280 PRINT AT 2,25;a$
 290 IF VAL a$<>cs THEN  GO TO 3
70
 300 CLS
 310 LET q=q+8
 315 GO TO 90
 320 CLS : PRINT '"REMOVE EAR LE
AD, THEN START TAPEAND PRESS ANY
 KEY TO SAVE CODE"
 330 PAUSE 0: POKE 23736,181: SA
VE f$CODE start,q-start
 340 CLS : PRINT "VERIFYING..."
 350 VERIFY f$CODE
 360 CLS : PRINT "OK.": PAUSE 0:
 STOP
 370 PRINT AT 15,0;"ERROR": BEEP
 .1,-20: GO TO 90
```

Hex Bit

```
65024 3E 01 18 08 00 00 00 00 =95
65032 00 00 00 00 4F 2A 53 5C =296
65040 11 00 00 19 23 46 23 5E =276
65048 23 5a 23 79 90 DB 20 F3 =912
65056 7E FE EA C0 23 E5 AF D3 =1456
65064 FE 21 00 40 11 01 40 01 =434
65072 FF 1A 75 ED B0 3E 02 CD =1080
65080 01 16 AF 32 8F 5C 3E 16 =567
65088 D7 AF D7 AF D7 01 C0 02 =1190
65096 3E 90 D7 0B 78 B1 20 F8 =1009
65104 AF CD 01 16 AF 32 8F 5C =863
65112 3E 16 D7 AF D7 AF D7 06 =1085
65120 40 3E 90 D7 10 FB D9 3A =1027
65128 80 5C 47 E6 07 C6 40 4F =682
65136 78 E6 38 0F 0F 0F 47 D9 =739
65144 E1 7E FE 0D C8 FE 20 30 =1152
65152 19 23 FE 11 28 0D FE 10 =654
65160 20 EF 7E C6 40 D9 4F D9 =1172
65168 23 18 E6 7E D9 47 D9 23 =955
65176 18 DF FE 80 D0 E5 6F 26 =1215
65184 00 29 29 29 ED 5B 36 5C =597
65192 19 11 04 FE 06 08 7E 12 =458
65200 23 13 10 FA D9 EB D9 3E =1051
65208 08 08 76 01 00 06 0B 78 =272
65216 B1 20 FB 21 01 58 11 00 =599
65224 58 01 FF 02 ED B0 21 1F =823
65232 58 11 20 00 D9 21 04 FE =645
65240 D9 06 08 D9 78 CB 16 30 =841
65248 01 D9 23 D9 77 19 77 19 =662
65256 77 19 10 EF 08 3D 20 C9 =701
65264 D9 EB D9 E1 3E 7F DB FE =1556
65272 CB 47 C8 23 C3 79 FE 00 =1079
STOP
```

ONE LINE FLIGHT SIMULATOR

by Gordon Murray

Flight sims, eh? They're the biz! There's *Fighter Bomber* and *Chuck Yeager's Advanced Flight Simulator*, to name just two – real reach-for-the-skies (right) stuff. But wait, what's this? *One Line Flight Simulator*? Could it be that a home-grown effort is about to rewrite the rule books and lay down its revolutionary new standards for all future flight sims to equal? Well, no actually. As you might expect the title is wildly exaggerated. But Gordon Murray's program ain't half bad, and as it's so short you've got no excuse for not giving it a try. Go on, get on with it.

```
  10 LET a=PI/4: FOR r=1 TO 70:
PLOT COS a*r,SIN a*r: DRAW 15,15
: LET a=a+0.5: NEXT r
```

PHEW!

Right, that's your lot – another Pitstop draws to a close, and it's time to look forward to the next one. And what's it going to contain? Haven't the foggiest – that's up to you. So get your Speccy warmed up, diddle around with the keys and see what you can come up with. Oh, and if you do manage something mildly interesting then send it to me on a tape – it makes life a lot easier at this end. The address to write to is Jonathan Davies, Progam Pitstop, *Your Sinclair*, 30 Monmouth Street, Bath BA1 2AP. There'll be prizes, of course.

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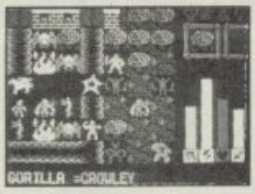
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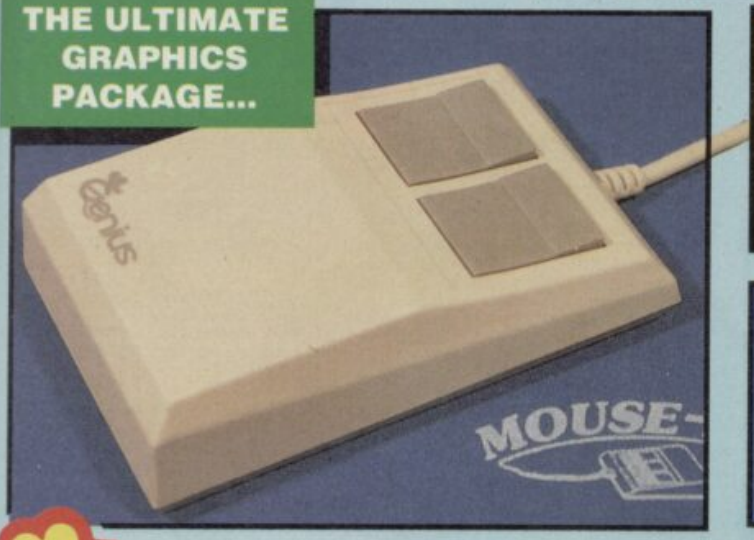
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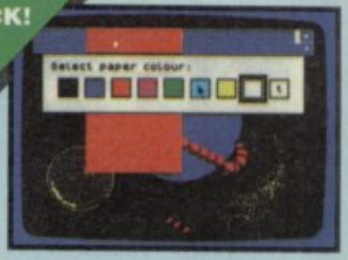






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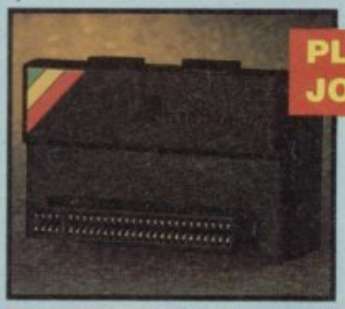
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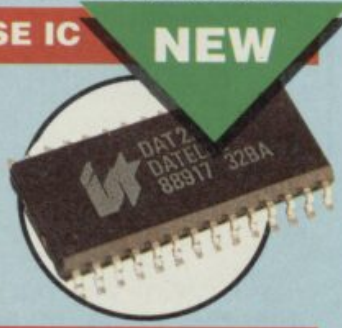
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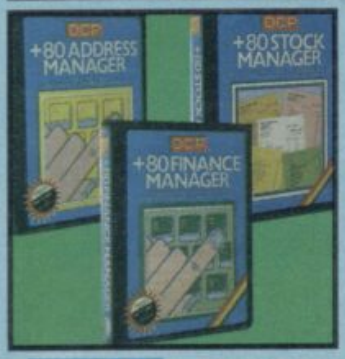
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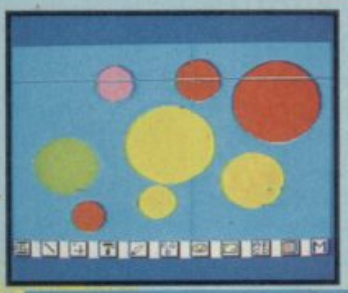
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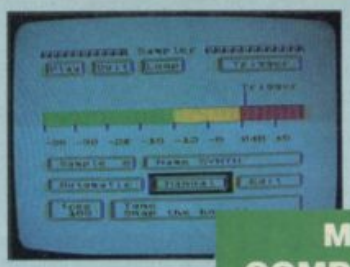
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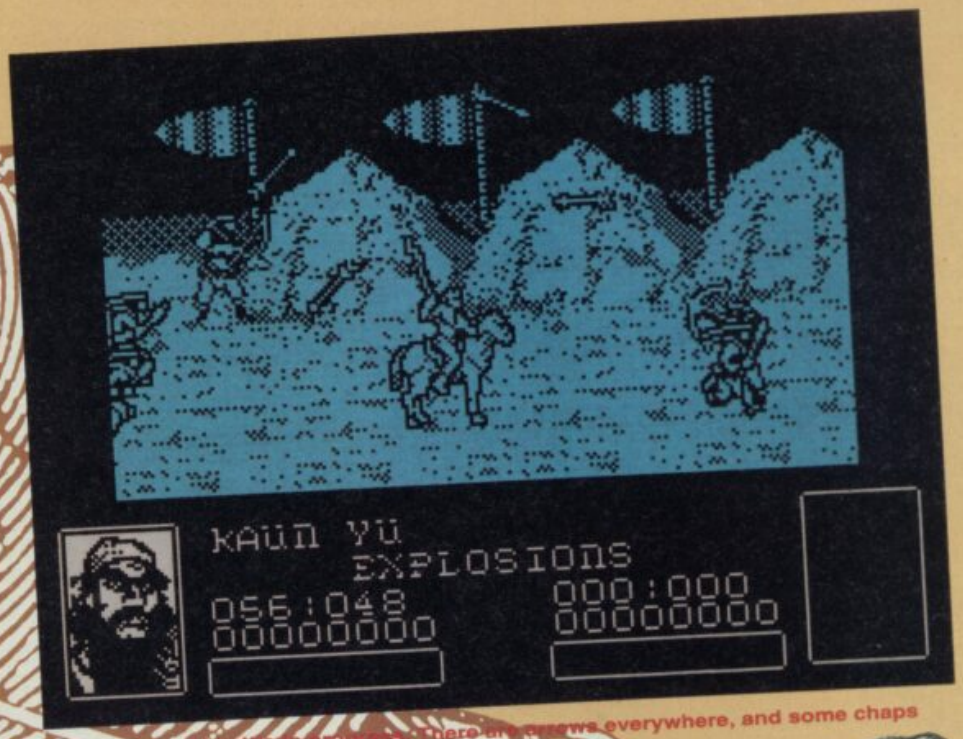
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Jonathan Da-daaa! Here's the one we've all been waiting for – the world's first scrolling horse-'em-up! And is it a load of manure? Neigh! In this case, four legs are certainly better than two. In fact, it'll probably shoot straight to the top of the Gallop chart! *Dynasty Wars*? It's my mane game! Last month's Megapreview should have set you in good steed, but I don't want to saddle you with something you're not going to enjoy so let's give it a thorough brushing down. I won't take too long though as I've got to hurry back to Canter-bury tomorrow!

Ahem. The idea is that you're one of these eastern warrior types, mounted on a horse, and you've got to ride through eight scrolling levels killing other eastern chappies and collecting things. You've got four blokes to choose from – Shang Fei, Liu Bei, Kaun Yu and Shao Yun. Quite a line-up really. Your choice is made harder as not only do you have to find one with a name you can pronounce, but you've also got to weigh up their pros and cons. They've all got different



Here's a typical battle in progress. There are arrows everywhere, and some chaps with swords creeping up from behind.

DYNASTY WARS



characteristics, you see, so it's up to you whether you go for a brainy one or a muscley one. Then, of course, Player Two will also need someone to control (assuming, that is, there is a Player Two). It's one of those simultaneous two-player jobs, so it might be worth trying to work out some sort of 'matching pair'.

Put your horse into 'First' and off he'll trot. The landscape scrolls along to keep up, and everything's lovely. But suddenly, as if by magic, a whole load of baddies appear! Oh no! It's time to bring your big rod thingie into play. With a defiant cry you bring your thumb down onto the Fire button, your bloke raises his stick and a little energy bar at the bottom of the screen starts climbing up. Release the button again and a jet of flame shoots across the screen, its ferocity dependent on how long you held the button down for (just like *R-Type* really). It's either that or you can just tap it, giving them a quick prod in the eye. Occasionally I found it tricky to actually hit anything at all, which may well be a slight glitch in the collision detection. Or maybe I'm just completely crap.

There are all kinds of baddies to deal with, ranging from little chaps with swords through to archers and even horsemen. And, um, that's it. There are only three kinds actually. But they're very nicely done. The swordsmen can be blown away by the truckload with no further thought, but the archers are a bit more tricky. They appear in groups, dot themselves around the screen and then start chucking hundreds of arrows at you. They're devils to get rid of too. And the mounted guys are another kettle of fish altogether. They get their own energy bars and everything, and a huge battle is guaranteed whenever they appear.

Oh yes, the things to collect. These include energy bubbles and extra weapons. The latter act as smart bombs, unleashing barrages of either firebombs or boulders on the enemy.

The graphics in *Dynasty Wars* are undoubtedly its big selling point. Those horses are corkers – their legs move properly and its amazing that no-one's done anything like this before. Horses are miles more fun than spaceships. And the backgrounds are pretty nifty too. Although they're massively detailed you don't tend to get lost in them like in some other games. Everything's in dullsville monochrome, naturally, but most of you will've resigned yourselves to this sort of thing years ago.

The problem however (here it comes) is that there isn't actually that much to do. I'm sure you know what I mean. One level is pretty much like another. And the same with the baddies. But, looking on the bright side, the two-player option is good fun.

It's a good conversion of the coin-op, the graphics are ace and the horses are currently the best on the Speccy, but whether or not you'll 'get hitched' to it is another matter. Worth very much more than a passing glance though.



Here I am with my shoot-o-meter wound up 'to the max' ready to lay on some flames. That looks like an ancient oriental pylon in the background.



finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
61°	93°	75°

DIAGNOSIS A brilliant scroller horse-wise, but slightly questionable in the old durability department.

INSTANT APPEAL 92°



■ Cheetah 125+ joystick, 128K Spectrum, excellent condition, plus £300 worth of software. Sell the lot for £320 ono. Phone Steven Gooding on 0395 68303. Oh yeah, and I'm chucking in heaps of mags as well.

■ For sale – ZX printer with paper, wafadrive with wafas and books. £60. Contact Deane at 18 Tivoli Crescent, Brighton BN1 5ND. Buyer collects.

■ 007 Interface, saves games, programs to microdrive, and backs up games to tape at three speeds. Costs £5, will post. Contact Derek Morgan at 18 Mill Lane, Old Skelmersdale, Lancs WN8 8RH or phone 0695 31163 weekends.

■ Alphacom 32 line printer for sale, £50, includes three rolls of thermal paper. Also Multiface 1, £20, still under guarantee. Makes great package for printing screens. Tel 0786 70553.

■ Spectrum 128K +2 for sale – includes Cheetah joystick, manual, plus over £300 worth of software. Also many POKEs and tips – all for £100. Phone Chris on 0732 862071.

■ For sale, +3. Comes with manual, computer tape leads, *OutRun* and *Thunder Blade* on disk. Excellent condition. Phone Bolton 50464 after 6pm.

■ Spectrum 48K, dual Kempston joystick, Quickshot tape recorder, £120 of games, loads of mags, instructions books etc. Worth around £300, sell £150. Phone Dale on Sheffield 0742 620139 after 4pm.

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■ Spectrum for sale, 128K +2, with over £100 of games. Worth £230. Offers (around) £50. Ring Mike on 0344 883511 (Ascot) after 3.30. Please hurry.

■ Spectrum 128K for sale. Very good condition, all leads, lots of mags, joystick, games and manual – £135 ono (bargain). Ring Chris on 0278 789638 after 4pm.

■ Spectrum +2, boxed, £1,100 of software including *Untouchables, Robocop, Op Wolf* and many more. All originals – £80. Mags and joystick, worth £1,300, sell for £400. Contact Fraser on 044582 315 or write to 16 Laide, Achnasheen, Ross-shire IV22 2NB.

■ Lightpen £10, Sinclair printer £25, Sharp PC1211 with miniprinter £50, infra-red joystick £12, multiprint Interface (new) £25, large joystick with interface £10 or will swop for mouse. Tel 0642 598935.

■ For sale, Spectrum +3, Multiface 3, £1,000 worth of software, mags, tape recorder, original box, blank disks. Worth over £1,500, will sell for only £350 ono. Phone 0604 648094 and ask for Mark.

■ Speccy +2 with joystick, over £200 worth of games and all connecting leads. Offers over £100. Phone 0403 732663 (West Sussex).

■ Spectrum 128K +2, with two joysticks, Kempston Interface incl printer, with over 50 games. Worth £250, sell for £120. Phone 0222 795705 after 4.30 or write to 102A Wentcoog Road, Rumney, Cardiff.

■ Spectrum 48K, two joysticks, interface, 60+ games including *Robocop, Barbarian I & II*. B&W TV included. £300. Simon Rose, 13 Shortedge, Sturminster Newton, Dorset DT10 1AD.

■ Spectrum 128K +2, joystick, 100 games, excellent condition – £85 ono. Also printer interface, word processor as new with instructions. £30 ono. Phone 021 7492710, ask for Philip.

■ Speccy +2, less than one year old, with joystick, and over £400 worth of games including *Rainbow Islands, X-Out, Chase HQ, Op Thunderbolt*. Boxed as new, only £180. Call Daniel on 0606 551573 after 7pm.

■ Spectrum +3, joystick, loads of games on disk and tape, Multiface 3, manual and all leads etc. All in excellent condition for only £150. Tel 0535 44699.

■ For sale – Spectrum, only £20, Currah speech unit £10, Cheetah joystick plus interface only £10. Contact Anthony Rushton, Well Cottage, Whitchurch Road, Bunbury, nr Tarporley, Cheshire CW6 9SH.

■ Spectrum +3, Multiface 3, tape recorder, Cheetah 125+ joystick, £200 of disk and tape games incl *Chase HQ, Hard Drivin', Power Drift*. £230. Contact Rob on 0924 267174 after 7pm weekdays.

■ Spectrum + for sale incl £1,250 of games. Also loads of magazines and books, joysticks, cassette player, interface, all leads and new keyboards. Only £140 ono. Phone 0234 216889.

■ Spectrum +2A for sale, still boxed, three months old, £45 worth of games (*Batman, Turbo OutRun* and lots of Hit Squad games). Price? £130. Tel 0236 823970 or contact Tony Griffin at 60 South Barr Wood, Kilsyth.

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■ Pretty please... Has anyone got *Platoon* and *Robocop*? Will exchange for *Spy Vs Spy* and *Streetfighter*. Originals only. Marc Hawkins, Hollybush, Crwbin Kidwelly, Dyfed SA17 4JW. Tel 0269 871285.

■ Urgent! *PAWS* on cassette (with inlay). Will swop games. Phone 0773 76811 after 4pm and ask for Matt.

■ Who's got a Spectrum 48K they want to flog for £30? I only need the keyboard and the leads and I'll throw in a free full-price game too. B-b-b-barg or wot!?! Contact Bryan Wiltshire, 129 Holtye Road, East Grinstead RH19 3ED.

■ I need a Multiface 3. Will swop for Magnum Lightgun and games. Perfect condition. Please write soon to Simon Davies, 18 Tre-nel, Pembrey, Dyfed SA16 0UT.

■ Wanted urgently for Spectrum – *Rebelstar Raiders* (not *Rebelstar 2*). Please phone Martin or Peter after 6.30pm on 0272 780605.

■ Wanted, *The Boggit*. Also *Jekyll And Hyde, Wolfman, Frankenstein* and other good adventures. Contact Darren on 0836 348974 anytime.

■ Mega bargain! My *720°, Treasure Island, Dizzy* or *Knightmare* for your *Endurance* by CRL. Write to David Aitken, 114 Monkland Avenue, Kirkintilloch, Glasgow G66 3BS.

■ Wanted! *Rick Dangerous*, will swop for *HKM, Robocop* or *Altered Beast*. Phone Anthony on (Redditch) 0527 502258 between 5 and 9.

■ Wanted – *Shadows Of Mordor*. Swop any three from *Nightmare Rally, Nemesis, Hive Zoids, Tir Na Nog, Cosmic Wartoad, Impossaball*. Originals only. Vince Corney, 1 St Hellier Avenue, Morden, Surrey SM4 6HY.

■ Wanted Spectrum 128K. Swop for 45 issues of *Your Sinclair*, some software too. I also want pen friends who are into Machine Code and/or QL. Write to Orjon Larsson, Rosendal 18C, S-69153 Karlskoga, Sweden.

■ Wanted – *The National*. Will swop for *Untouchables, Robocop* or *Op Thunderbolt*. Write to Derek, 43 Castleton Way, Aberdeen, Scotland AB2 5TQ.

■ PDT's Edit Programme for *Lords Of Midnight* and *Doomdark's Revenge*, expanded versions preferred. Will also pay cash. Ring 021 557 7953 after 6pm.

■ Wanted *Shinobi, Strider, Cabal, Renegade III* and *The Untouchables*. Swop for *Op Wolf, Continental Circus, Thunderblade, Bubble Bobble* and *Smash Hits*. Phone Oxted 0883 715835 and ask for David.

■ Needed – photocopied instructions for *Thunderbirds* and *Taito Coin-Op Hits*. Also cheats etc for any game. May pay if you send enough. Send to Martin Drinkwater, 12 Springfield, Srokesley, Middlesborough, Cleveland TS9 5EU.

■ Wanted – microdrive plus interface, will swop for Spectrum ZX 48, mint condition. Also wanted, Sinclair printer! Details to Shane Rear, 17 Gwendoline Avenue, Hinckley, Leicestershire LE10 0EY.

■ Have *Stunt Car Racer*, will swop for *WEC Le Mans, World Games, Match Day, BMX Sim* and *Skate Board Sim*. Originals only. Stefan Leck, (0273) 304687.

■ Wanted – *Project Stealth Fighter* (disk), *Mercenary Companion* (disk) and *War Of The Worlds* (tape). Swop *Professional Adventure Writer* (disk). Robert Burns, 20 Ferry Street, Ardwick, Manchester M11 3PN.

■ I need a microdrive and/or cartridges. Tel Blackpool 0253 301875. Local enquiries only.

■ Help! I need a Spectrum 48K (with or without software) and will pay up to £50. If you think you can help ring 0860 245559 and ask for Del.

■ Spectrum 128 +2 with manual, Cheetah joysticks, 70 games incl *Untouchables* and *Batman* plus loadsa mags. Worth £200, sell for £85 ono. Phone 0543 371854 and ask for Wayne.

■ Gimme, gimme, gimme! I want a copy of *Sam Fox Strip Poker*. Fnar fnar!! Cash paid!! Phone Richard, office hours, on 0895 51621 ext 137.

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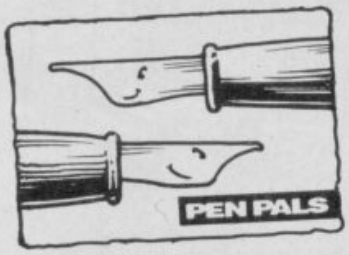
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■ Will swop *Batman The Movie* or *Double Dragon 2* for *The National, Crackdown* or *Invasion Force*. Write to Shane Bellamy, 510 Cricklade Road, Swindon, Wilts or phone 0793 728274.
■ Unlock your Multiface 3 programs. Load them independent of your Multiface 3. For details send sae to T Summerfield, 27 Baysdale Road, Ashby, Scunthorpe, South Humberside DN16 2QE.
■ Spectrum 48/128K software for sale. Software is worth £80, will accept £20 ono. Contact Alan, 16 Sutton Avenue, Tamworth, Staffs. Tel 63548.
■ I want to swop *Ghostbusters* for *OutRun*. Also have 128K +2 Spectrum to do deal on. Ring Steven on 0277 811894 evenings only.
■ Hardware and software for sale. Games from '82-'90, from 50p upwards, many new, eg *Power Drift, Gazza's Soccer*. Call Adam on 043686 625 outside office hours or write to Inverbeg Inn, Inverbeg, nr Luss, Loch Lomond, Scotland.
■ Do you wanna swop new games? Send me your list or a tape with your newest games (I am not a collector of tapes!). Milan Graf, Vazovova 15, 81107 Bratislava, Czechoslovakia. Who will be faster?
■ Wanted, *WC Boxing Manager* and *Myth*. Will swop for *Project Stealth Fighter, Run The Gauntlet* and *R-Type*. Will also swop *Total Eclipse I + II* for *Dr Doom's Revenge*. Phone 0405 767354, ask for Martin.
■ I have over 1,800 games to swop with you, many of them new. All letters answered. Demetres Anagnostoy, 77 Ippokratous St, Athens, 106-80, Greece.
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■ Are you getting bored with your games? Why not swop with me? Send your list for mine to Matt Rose, 74 Wellington Street, New Whitt, Chesterfield, Derbyshire S43 2BQ.
■ Games for sale! *Twin Turbo V8, 720°, Captain Blood, Thanatos* – £2 each! *DT's Olympic Challenge, View To A Kill, Superted* – £5 each! *Arcade Muscle* – £10! Phone Alistair on 0298 22953.
■ Anyone got *Kick Off* from Anco? Will swop for *Licence To Kill* or *Batman The Movie*. Tapes only. Alan C, 182 Oakbank Road, Perth, Scotland.
■ I want to swop *Spitting Image, World Games* and/or *Gauntlet II* for your *Running Man, Arkanoid II* or *Treasure Island Dizzy*. Contact Paul Hickey, 48 Burnham Drive, Worcester Park, Surrey KT4 8SF or telephone 01 337 7270.
■ For sale – Speccy games! Send sae for a free list to Mark Cooper, 59 Lonsdale Avenue, Weston-super-Mare, Avon BS23 3SG.
■ For sale – *Roadblaster, Leaderboard* and *Firefly* for £7.99 (all). *Gryzor, Level 5* and *Barbarian* (Psygnosis) for £7.99 (all). Whole bunch – £15. Phone David after 4pm on 0542 32778.
■ I want *Black Tiger* and *Rock Star Ate My Hamster. (Why?!? Ed)* Swop with *Night Raider, The Munsters, Tiger Road* and *Last Ninja 2*. Cameron Shek, 39 Regent Street, Greenock, Scotland PA15 4PL. Must be originals.
■ I'm looking for *Tasword* and other serious software. Will swop for games. Burkhard Taige, Moorburger Kirchdeich 24, D-2400 Hamburg 90, Germany. Phone 0104940 7402530.
■ I have over 1,100 games to swop. Also desperate for *Fighter Bomber*. Send your list to S Lennox, 53 Main Street, Castle Dawson, Co Londonderry, N Ireland BT 45 8AA. Also want Interface 2.
■ We've gone completely mad! We're selling all our Spectrum software – from just 30p per item! Send sae for catalogue to 4th Dimension Software, 178 Forest Road, Kingswood, Bristol BS15 2EN.
■ Wanted, *R-Type* and *Altered Beast*. Will swop *Time Scanner* and *Power Drift*. Originals only and in good condition. Write to Tom Colton, 5 Woodbine Terrace, Gateshead, Tyne and Wear. Get writing y'all!



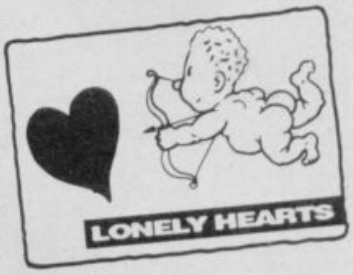
■ Wanted – Australian pen pals. You needn't be interested in computers. Send photo if poss, guaranteed reply. Please write to Stephen Lynch, 227 Manchester Road, Nelson, Lancs BB9 7DG.
■ Hello. Is there anyone out there in the world who has a Microdrive +D or Disciple and would like to write to me about anything to do with the Speccy? Roger Brookes, 50 Fox Howe, Coulby Newham, Middlesbrough, Cleveland TS8 0RU.
■ Help! I'm in need of a pen pal – somebody save me! I'm a 14 year old hunk who loves computers, pop music and girls so... pen out and get scribbling to 23 Highermead, Ilminster, Somerset, England TA19 0HW.
■ I'm an 11 year old in need of a pen pal to swop ideas and games etc. Please write to Stuart, 17 Nightingale Close, Larkfield, Kent ME20 6NZ.
■ My name is Gemma and I'm looking for a pen pal aged between 9-12. Please write to me and put your address in. 21 Beaufort Street, Gainsborough, Lincs DN21 2RT.
■ Tall, clever, caring 14 year old, who likes rugby, cycling and horse riding would like a female pen pal aged 13+. All letters answered. Please include a photo if possible. 36 St Johns Road, Chelmsford, Essex CM2 9PE.
■ I'm 18, male and looking for pen pals of any sex, aged 16+, with any interests and from anywhere. So write now (with photo if possible). All letters will receive replies. 17 Brige Street, Barry, South Glamorgan CF6 7LD.
■ Yo! I want some pen pals, male/preferably female, aged 13-18. I'm 15 and I'm crazy for Guns 'n' Roses. All letters answered. Bye t'now! Richard Place, 26 Ormesby Crescent, Northallerton, North Yorks DL7 8RP.
■ I'm looking for a 12-13 year old female Speccy user, willing to swop tips etc. Must be good looking so send me a photo! Write to Chris Emery, 33 Hall Lane, Leyland, Lancs PR5 1YD.
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■ Loadsa POKEs for most games. Send an sae plus cheque/PO for £2 to Stephen Cheetham, The Lookout Post, nr Merrion, Pemborke, Dyfed, Wales.
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■ Male, 18, seeks female, 14-20. All letters answered. Please send a photo if possible. David Fishpool, 16 Johnstone Road, Newent, Glos.
■ Nineteen year old male seeks female aged between 16 and 20 as a friend or girlfriend. Anywhere near Pershore if poss. Simon Sutton, 200 Farleigh Road, Pershore, Worcester WR10 1LY.
■ Fourteen year old male seeks 13-15 year old female in the London area. I like house music, having a laugh and going to parties. Please send a photo. Write to Chris, 20 Clarence Rd, Sidcup, Kent DA14 4DL.
■ Starship fighter pilot seeks likewise female for interstellar fun. Must have good sense of humour. John Vernon, 53 Tennyson Road, Herringthorpe, Rotherham, South Yorkshire S65 2LP.
■ Lonely 13 year old male seeks female aged 12-14. Must like watching TV and going out. Please send photo. All letters answered. Chris, 12 Redcroft Green, Blakelaw, Newcastle upon Tyne.
■ We are 16/17 and klinikally insane! We seek females (16/17). We be male. Enclose photo (of anything, preferably self). Write us plenty kwick replies. Malick & Joe, 3 Duntrune Terrace, Broughty Ferry, Dundee, Scotland.
■ Two muscle-bound males seeking attractive female duo (aged 15-17) who must be enjoyable and fashion-concious. Please send letters and photos. If interested contact Iain and Aid, 43 Avonleigh Road, Bedminster, Brisol BS3 3HS. (We would prefer it if you lived in the south west.)
■ Lonely 16 year old male seeks 15/17 year old female. Must like music and going out. Send photo if possible. Mark Pollard, 9 Howick Drive, Sellers Wood, Bulwell, Nottingham NG6 7FQ.
■ Hi, I'm Sarah and I'm looking for a male 13/15. I'm 14 and like having loads of fun. I like pop music, such as New Kids On The Block, Michael Jackson and many more. I also like computers. Enclose photo please. 7 Normanton Rise, Aniaby Common, Hull HY4 YSX.
■ Thirteen year old male seeks female aged 11-14 with a Liverpool accent. Must like films and going out. Send reply with photo to Matthew Shutt, 44 Cheveley Avenue, Rednal, Birmingham 345 9RE.
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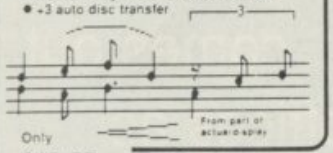
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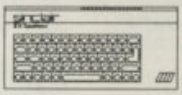
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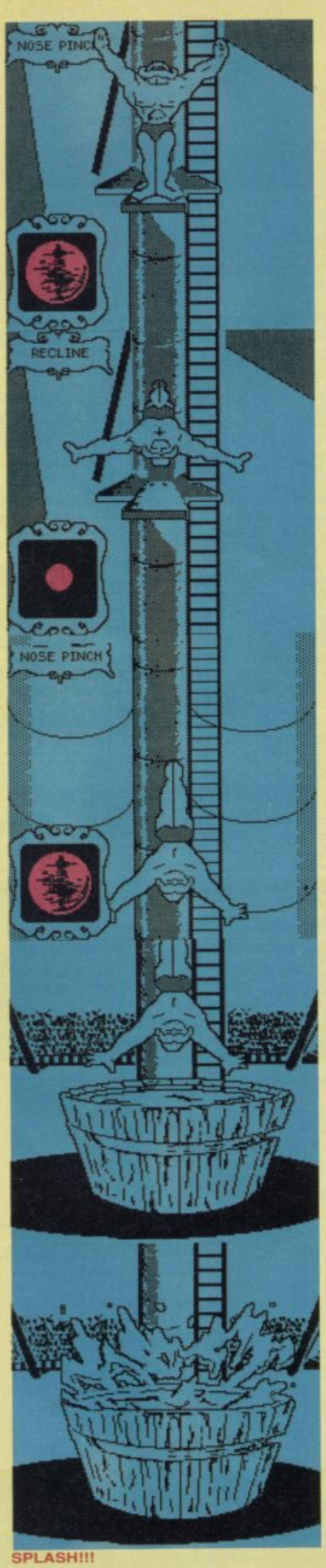
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Davey Circuses may well be dubbed 'the greatest show on Earth' but they've hardly inspired many corkeroony Speccy games, have they? (Tynesoft's *Circus Games*? Nuff said.) But (but! but!) things might be about to change, 'cos here, flush from its success on the 16-bit posh-jobs, is *Fiendish Freddy's Big Top O' Fun*. Published by Mindscape, it won awards for best graphics and best ad (!) at the 1989 annual industry dinner, and, what's more, the Speccy version's been converted by Imagitec, the programmers responsible for coding that *YS* Megagame *Times Of Lore* by MicroProse. Sounds promising? Well, here we go...



Flying high through the sky, in her beautiful, beautiful, um, blue bikini, it's the lovely Finola on the trapeze. She'd better watch out though – dawdle around too long and Fiendish Freddie'll cut her ropes, giving a whole new meaning to the phrase 'red carpet treatment'.

Fiendish Freddy is a circus game with a difference. You play the circus owner, trying to put on the show of your life to raise enough cash to prevent your big top (o' fun) turning into a big concrete office block, courtesy of Fiendish Freddy, a wicked property developer. To stop him you need to raise $10,000! This is obviously no mean feat, especially since Freddy (they don't call him 'Fiendish' for nothing!) keeps trying to sabotage your daring exploits!

The game begins with a really nice front end sequence, incorporating both a practice option and the choice of playing either on your own or with up to five mates. Hurrah! Then you're straight into the six sub-games. First off, there's High Diving. Here, you get to spring from progressively higher platforms into progressively smaller water receptacles, performing various bizarre poses along the way! But watch out! You'd better keep an eye on the overhead view to make sure you land in the water or you'll end up feeling like a right old squashed tomato!

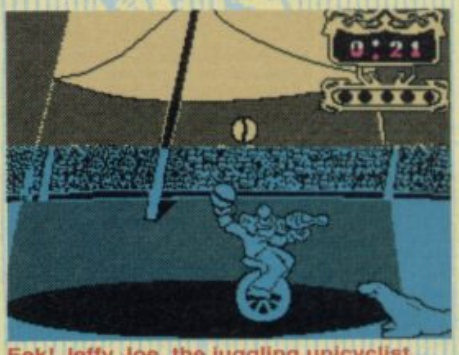
From here you go into the Juggling. This lets you control the unicycling clown, pedalling left and right whilst trying to catch and juggle various objects tossed to you by a seal (!). Occasionally, Fiendish Freddy lobs bombs and babies at you – drop these and you lose the sub-game.

Next you're onto the Trapeze, playing the lovely Finola. You've got to swing to and fro and time your jump between the two swings. Miss and you bite the sawdust. Pause too long and Freddy snips your trapeze ropes! It's murder!

The fourth sub-game is Knife Throwing. Pop the balloons fastened to the spinning wheel whilst avoiding your charming chum (who's also fastened to the wheel). Hit her and you hear her scream. Ouch! And as if that weren't bad enough, Freddy's out to cause mischief again by employing smoke bombs to put you off your aim.

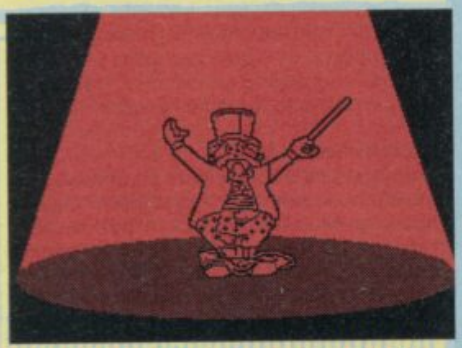
Then there's the Tightrope. Push the joystick forward to walk whilst moving your balancing pole to the left and right as appropriate. And last, but most definitely not least, you play a Human Cannonball. Note the cannon icon in the bottom left of the screen which shows you how much powder's been used up. Then move the trampoline target to where you think you're going to land, press Fire and the barrel starts descending (very quickly!). Press Fire again when you think the elevation is right and you shoot out. If (or should I say 'when') you miss, you're given two more attempts.

At the end of each sub-game, some animated clown judges appear on-screen. They decide on



Eek! Jeffy Joe, the juggling unicyclist, demonstrates to Fergie how not to hold Princess Newguinea... er, Yourgenie, er... oh, I give up.

...eddy's ...FUN



Blimey, looks like the ringmaster and I share the same taste in snazzy boxer shorts!!

the sum of dosh your performance warrants – get $10,000 of course and you've completed the game (either way you'll cue another nice graphics routine).

And, er... that's it. "Blimey, I never knew there was so much in it!" I hear you cry, and of course there's a catch. Yep, it's a multiloader nightmare! The cassette version comes on what looks like a C120, whilst the +3 version comes on two double-sided disks! Mindscape tells me that it deliberately chose this option rather than lose whole chunks of the game and I can see the point, but it's a tad tiresome all the same.

On the whole though I really liked *Fiendish Freddy* – the graphics are brilliant and amusing, there's nice sound, lots of variety and a copious dollop of gameplay. The better you get at the game, or indeed each separate sub-game, the more you'll cut the multiloading to a minimum. Basically, I'm going to mark this one highly, but take that mark as being for the disk(s) version. I fear that on cassette you'll end up spending more time loading *Fiendish Freddy* than playing it (especially if you're crap!).



SONIC BOOM

Activision
£9.99 cass/£14.99 disk



Matt (Yawn.) Oh sorry, didn't see you there. I'm afraid I was just dozing off. You see, *Sonic Boom* has to be the most snooze-worthy game I've seen in weeks. It's almost criminally boring. (And at £9.99/14.99 rather criminally overpriced too! There are much more entertaining budget games around, for goodness sake.) But hold on! Let's rewind for a smattering of plot and stuff before we go any further.

What we've got here is a very traditional six-level shoot-'em-up based on a minor (extremely minor) Sega coin-op. It's a vertical scroller, with oodles of enemy planes, tanks and so on coming at you in waves and a giant end-of-level nasty on each stage. Yup, it's just like *1943*, *Scramble Spirits* and a million others (just not as good).

So what's gone wrong? Well, to kick off, it's



Ya-hoo! The black bar means I've killed the aircraft carrier. Now onto Level Two...

becoming increasingly difficult to get excited about straight shoot-'em-ups any more, even the good ones – there've simply been too many. You need something really special to get a decent review in *YS* these days – an *R-Type* say, or a *Xenon*. And then there's the old problem with vertical scrollers on the Speccy anyway – tiny monochrome planes plus complicated monochrome backgrounds equals total disaster. And *Sonic Boom* is just such a case in point. The unremarkable sprites may be reasonably clear most of the time, but the bullets certainly aren't! For ages I thought I must be flying into some extra-tall buildings or invisible walls when my plane kept blowing up for no reason, but no, Activision assured me otherwise. I just kept getting hit by all-but-invisible bullets, that's all. How frustrating.

As with many of these things, each level has a theme to it – on the first you have to fly over a city, then reach the sea and do battle with a giant aircraft carrier, on the second you cross some pipelines, then take on an oil rig and so on. Submarines, giant dams, even a sci-fi backdrop all crop up sooner or later, which makes it sound like there's a lot of variety. There isn't. This is uninspired Speccyvision we're talking about here, and everything looks practically the same.

Graphics aside, gameplay isn't, perhaps, too bad (in a very samey sort of way). The main point of interest, I guess, is the selection of bonus weapons you can build up (using icons collected from shooting down baddie 'waves'). These take the form of extra wings that attach to the sides of your plane – up to four are collectable, adding such goodies as backwards-firing shots and more powerful smart bombs, the best being a wall of death that crushes everything on-screen.

It's quite a hard game too (and not just because

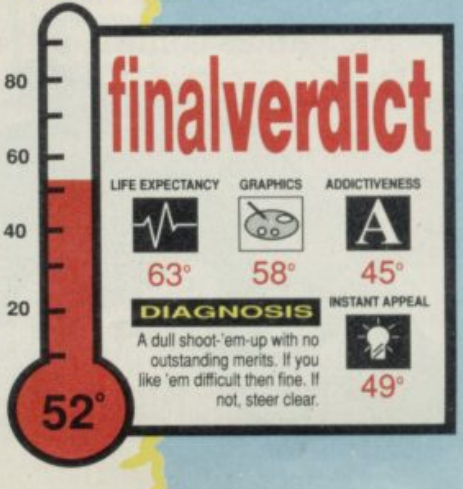


Squint a little and you'll see we've managed to pick up a little add-on plane power-up over on our left wing there.

of the invisible bullets), though probably not quite as difficult as the coin-op version (which was blooming impossible apparently). As such, it might prove quite a challenge to the more determined shoot-'em-upper. Not for me though – I found it a real test of will to keep going past the big aircraft carrier (the first end-of-level nasty). I'd simply lost all interest by then, but persevere I did, just to make sure things didn't suddenly get better. And they didn't. (Honestly, the things I do for you readers.)

So what's it all mean, eh? Has Activision, one of the biggest software houses in the country, nay, the world, suddenly gone terminally crap? Well no, not really. It's just that theirs is the sort of deal-making that buys great big wodges of arcade licences at once, scooping up a few crappish ones that Sega (or whoever) couldn't really have sold otherwise along with the potential mega-hits. All we're doing here, folks, is indirectly paying the price for *Power Drift*.

And so to the conclusion. Um, what can I say? If you really like shoot-'em-ups then you may (just may) get some fun out of *Sonic Boom*. Otherwise, well, I played it on auto-pilot and they probably wrote it on auto-pilot, so purchase at your peril.



TURRICAN



It's getting pretty hard to deny, isn't it, Spec-chums? The games coming out of Germany's Rainbow Arts are just getting better and better (and better). And *Turrican*'s not only the niftiest yet (probably), it's also one of the biggest! MATT BIELBY says "Blimey!"

Erm, blimey! Right, now listen here everybody! *Turrican* isn't the horizontally-scrolling arcade conversion jobbie you think it is – it's, erm, more of a horizontally-scrolling original product thingie. (Much more exciting, I'm sure you'll agree.) And what's more, it's one of the biggest and most colourful original product thingies we've seen since, ooh, *Myth* I guess. Come over here and I'll tell you all about it.

Right, now on the face of it what we have here is a very straightforward shoot-'em-up, featuring a little space-suited chappy running around a series of spooky landscapes, shooting things with his various collectable weapons and generally acting the goat. And, erm, on closer inspection that's exactly what it turns out to be. Not exactly original, perhaps, but it's so big, colourful and packed with incident that we can easily forgive that. Wanna know more? Read on!

What's it all about then?

Well, for what it's worth there's this chappie Morgul, who's some sort of legendary three-headed bloke 'responsible for all the fears and nightmares of mankind' (blimey!). He's been missing for a while but has recently cropped up again to menace the human race, and it's your job to descend into some massive underground complex, search him out and 'settle his hash' once and for all. Apparently everybody will then be able to sleep peacefully in their beds at night. (Hurrah!)

Of course, all this is just an excuse for a shoot-'em-up, isn't it? What're really important are the graphics, the weapons and the gameplay, yes? And guess what? They're what we're going to take a look at now!

***Turrican* – it's absolutely blooming massive!**

Thirteen levels massive to be precise, separated out into five distinct worlds each consisting of two or three individual levels. Fairly large-sounding so far, but to realise just how big it is you have to start playing it – there are well over 1,000 screens to work your way through on the Speccy version, and the map of the whole thing takes up more pages than the Bath A-Z! (Not difficult, I grant you.) Happily, and unlike many arcade adventures/shoot-'em-ups, you're not limited to trudging along in the same direction all the time if you don't fancy it, but have the option to wander off on any number of tangents. It might not get you anywhere (you're bound to meet a dead end pretty soon and find yourself forced back onto the proper route) but there's a more-than-fair smattering of secret bonus rooms and hidden power-ups dotted around the place, and leaving the beaten path for a few moments is bound to lead you to one or two of them. Anyway, your journey will go something like this...

World One

This series of three levels takes place mainly above ground, across ravines, waterfalls and various floating platforms. There are a squillion hidden power-ups available on the first level to prepare you for the arduous slog ahead, often hidden floating in space 'Super Mario Brothers

style'. Try standing on a suitably prominent rock or platform and waving your 'Megablast' about (oo-er). More than likely you'll luck upon something.

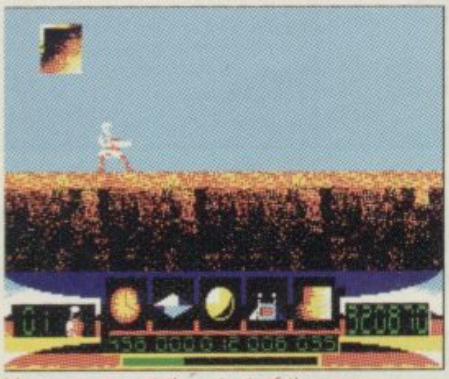
What else do you get in this section then? Well, on the second of the levels a giant armoured fist bounces around trying to squish you, while at the end of the third you have to make your way into the convoluted underground tunnel system for the rest of the game (you'll have to shoot your own entrance though, which may take some doing).

World Two

A-ha! And here we are underground, basically descending down a series of tunnels (one neat touch sees the background get darker and spookier as we go down) past all sorts of nasty stuff. On the first level you have to take out a giant piranha fish (good job it wasn't a candiru or 'willy fish', eh, Spec chums?), while on the second you've got to avoid some semi-intelligent bat-like things hanging from the ceiling and firing (or is it spitting? – I couldn't quite tell) some horrible icky stuff at you.

World Three

Yikes! The further down we go, the spookier it all gets! These levels are heavily influenced by the spooky dead-animal-carcas look from the film *Alien*, packed full of slimey rib-cage-like tunnels and some suitably 'orrible critters. There are bats, rather nicely animated (if 'nice ' is the right



Here we are at the start of the game – not much happening, is there?

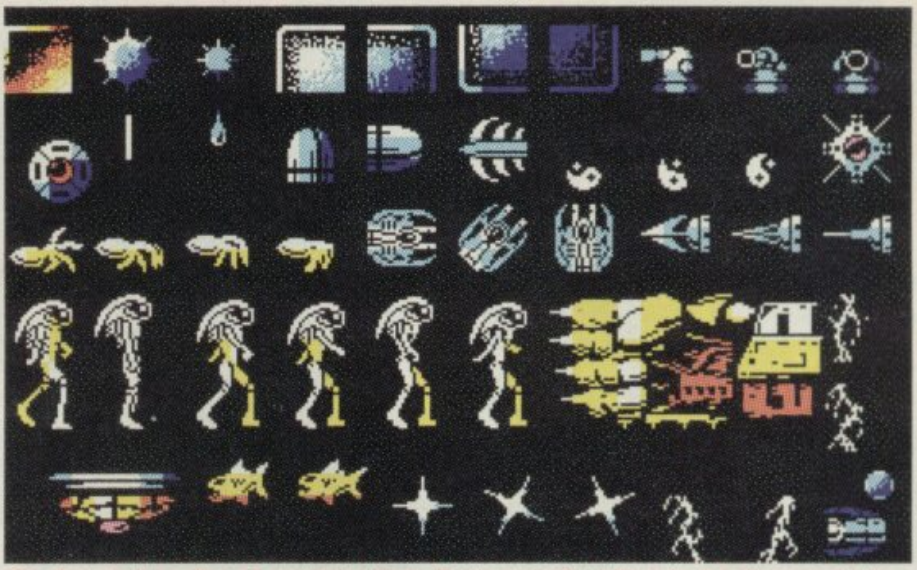
word), grasping hand-shaped spiders and some of the ugliest, wriggliest maggots you ever saw. It's easy to fall into a pool of seething greenish parasites at the bottom of the first level (from which there's no escape) too, but they save the real nasty for the second section. He's a giant *Alien* lookalike, with three heads (unlike the movie original) but a similarly bad attitude.

World Four

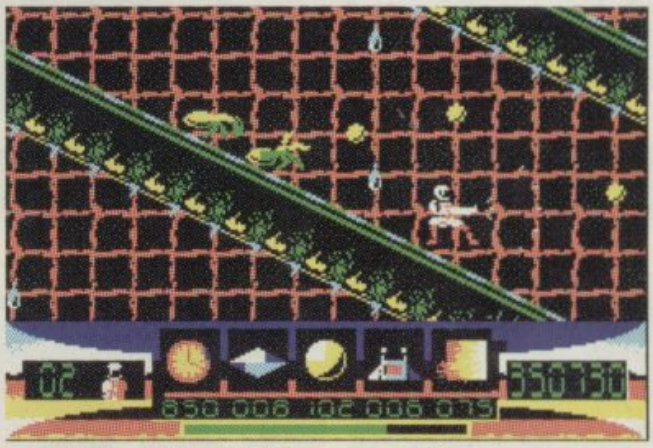
I'm not quite sure why they saved it for this late in the game, but the levels that make up this world feature probably the neatest visual effect of the whole game – some rather nifty parallax scrolling. *(What's parallax scrolling when it's at home then? Reader's voice)* Well, basically it's the effect you get when the background and foreground images scroll at a different rate from each other giving a real feeling of 3D depth to the proceedings. Of course, it's extremely rare on the Speccy, so it's truly excellent to see it here. Hurrah!

What else? Well, at one point they drop you down past some quite spectacular and 'bigger-than-the-screen' mechanical star-shaped things (a sequence for which the parallax scrolling is used to good effect) and later on a particularly nasty monster makes its gruesome appearance. 'He' basically consists of a set of giant mechanical jaws, which get spookily and inexorably pulled towards you on a rewinding chain. Yikes!

There's a rather nifty end-of-level baddy too, which consists of various parts that all sort of whoosh together (rather like the big helicopters in *Silkworm*, if you remember those). All in all then probably one of the most impressive and spectacular sections of the game.



Oodles and oodles of graphics from *Turrican* just waiting to be dropped into place – check out the giant fist from the World One, piranhas from World Two, spiders from the '*Aliens*' bit, and a bizarre 'rasta' monster from later on.



Eek! It's the '*Aliens*' bit! Best prepare for colour overload, Spec-chums!

World Five

Nearly there now, but not before you come across a whopping great maze to shoot your way out of, then face the arch-baddy Morgul.

Didn't I tell you about Morgul already? You know, he's the chap who's apparently 'responsible for all the fears and nightmares of mankind'. Or, to be more specific, he's a sort of cube. There are two heads on the sides of the box which we see in profile and which shoot bullets at you, while the main central one just leers. Eek! (No clues as to what he looks like from the back though.) Get rid of him and you've saved the day.

Rainbow Artists

And who were the chaps responsible for the Speccy version of *Turrican* then? Why, it's none other than our old friends at Probe Software (as you might have gathered since I've mentioned them a couple of times already). Darren White was the programmer, Jason Green the graphic artist, and Jo Bonar the project manager type chappie who got them both together. The team last worked together on the Spectrum version of *Spherical* for Rainbow Arts, and all three declare themselves well pleased with the results you see here. Hurrah!

FAX BOX

Game	*Turrican*
Publisher	Rainbow Arts
Programmers	Probe Software
Price	£8.99 cass/£12.99 disk
Release Date	May

Turrican Power

One of the great things about *Turrican* is the wide range of weapons you get to use. There are oodles of them! (Well, nine.) And here they all are...

Energy Line The equivalent of a smart bomb, it sends walls of force outwards from the main character, killing everything (just about) in its path. If part of the scenery gets in the way and blocks some of it off the rest will keep going (if you see what I mean).

Laser Fires a long thin beam of force (obvious really).

Giro-mode A weird one this. Exceptionally useful when going downhill into the bowels of the earth (useless for going upwards though – you simply can't), this essentially turns you into a totally indestructable spinning buzz-saw device. Brilliant!

Mines You get three of these (as with all weapons) which you can drop where you're standing, then run away before they explode.

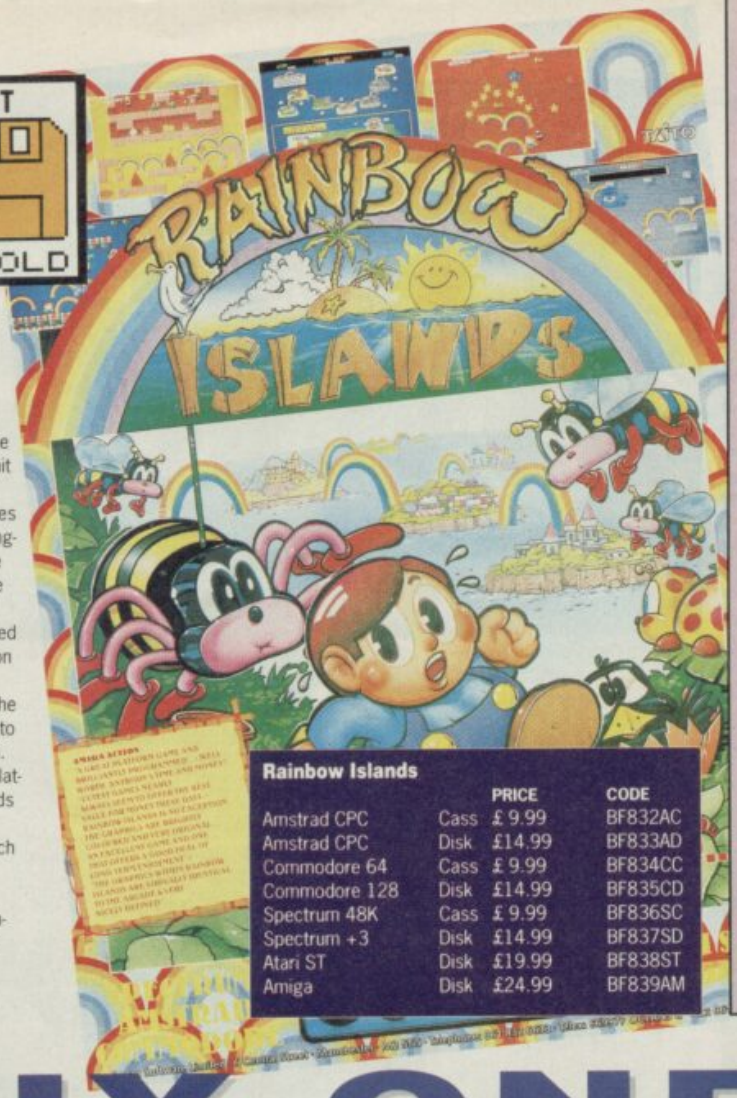
Megablast Like a giant light sabre, this is upgradable to a truly humungous length by collecting power-ups.

Grenades These fire forwards in a straight line as opposed to a sort of lobbing movement (more like rockets really).

Ordinary Shots You start off with a single peashooter jobbie, but soon get a triple-firing device (which spits bullets out at different angles). There's even one that fires in six different directions! (Blimey!)

1

ST FORMAT GOLD



Rainbow Islands
from Ocean

This follow up to Bubble Bobbie looks set to be as much of a hit as Ocean's last cutesy game, New Zealand Story. It combines colourful visuals with frighteningly addictive gameplay, with the result that you end up with one hell of a game.
Graphics have been downloaded from the original arcade version and the moves are just the same. Lead Bub and Bob to the top levels by firing rainbows into the air and then climbing them. When you reach the top of a platform, you can collect thousands of bonus points. There are seven islands to complete, each one more challenging than the last.
"Graftgold's ST Version of Rainbow Islands is one of the best coin-op conversions to have appeared in along time" Maff Evans, ST Format

Rainbow Islands		PRICE	CODE
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Amstrad CPC	Disk	£14.99	BF833AD
Commodore 64	Cass	£ 9.99	BF834CC
Commodore 128	Disk	£14.99	BF835CD
Spectrum 48K	Cass	£ 9.99	BF836SC
Spectrum +3	Disk	£14.99	BF837SD
Atari ST	Disk	£19.99	BF838ST
Amiga	Disk	£24.99	BF839AM

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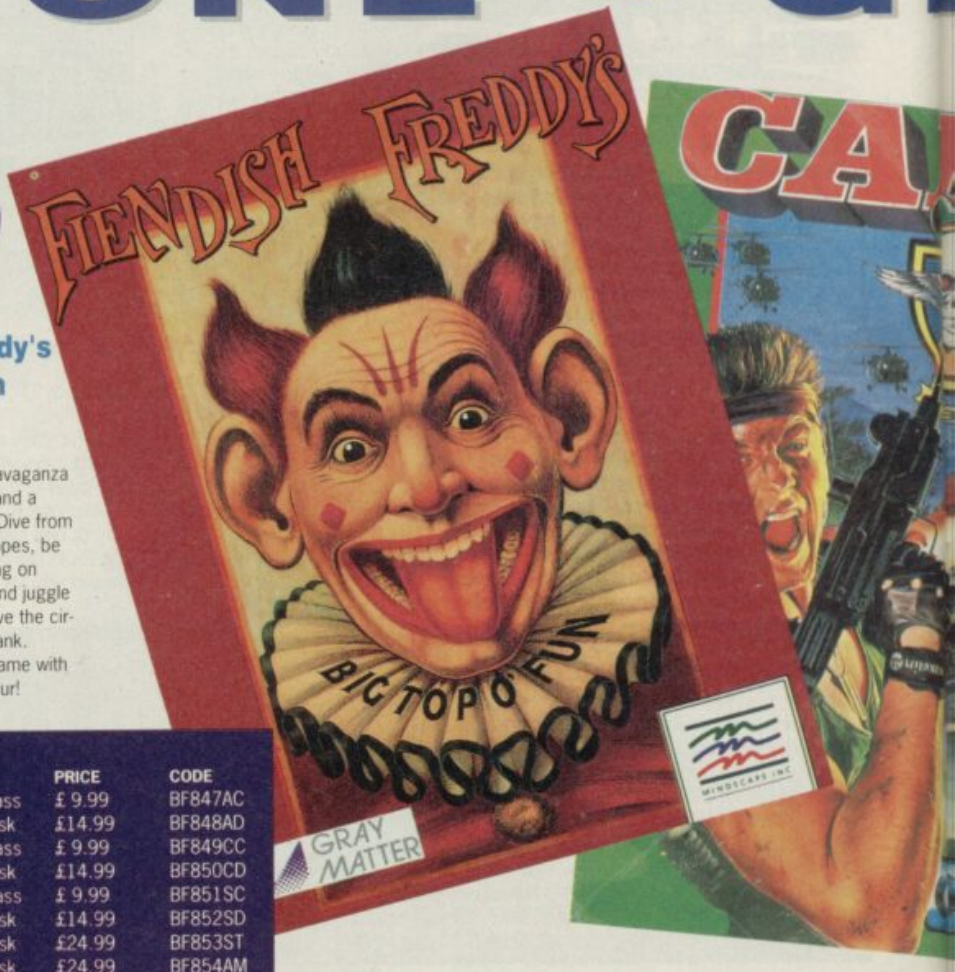
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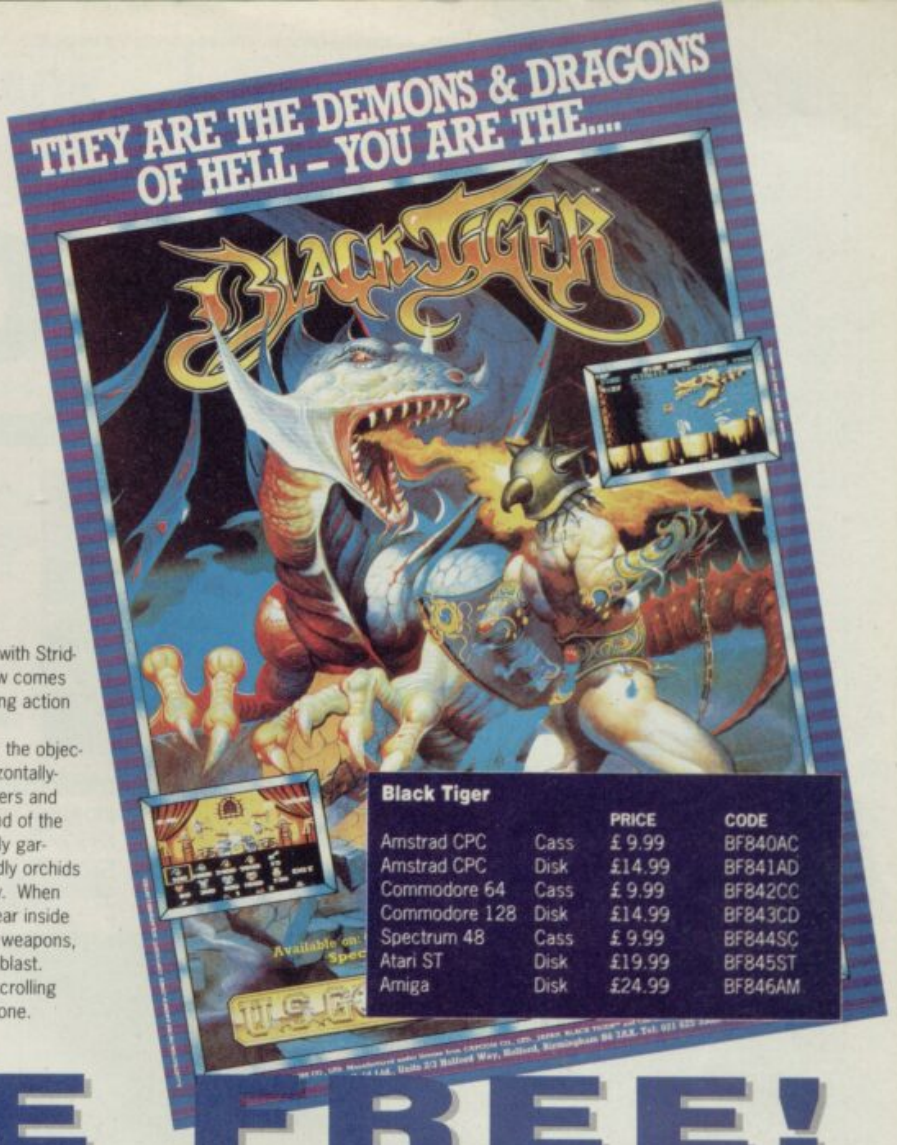


Fiendish Freddy's Big Top of Fun
from Mindscape

Mindscape's circus extravaganza brings you thrills, spills and a whole barrel o' laughs. Dive from high-boards, walk tightropes, be fired from cannons, swing on trapezes, throw knives and juggle in a desperate bid to save the circus from the big bad bank.
An original multi-event game with a wicked sense of humour!

Fiendish Freddy		PRICE	CODE
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Commodore 64	Cass	£ 9.99	BF849CC
Commodore 128	Disk	£14.99	BF850CD
Spectrum 48K	Cass	£ 9.99	BF851SC
Spectrum 128	Disk	£14.99	BF852SD
Atari ST	Disk	£24.99	BF853ST
Amiga	Disk	£24.99	BF854AM

IG 2



Black Tiger
from U S Gold

US Gold have had major hits with Strider and Ghouls 'n' Ghosts. Now comes their latest horizontally-scrolling action game, Black Tiger.
In a similar fashion to Ghouls, the objective is to charge through horizontally-scrolling levels, climbing ladders and following red arrows to the end of the level. Along the way, fight ugly gargoyles, snakes and even deadly orchids using your powerful weaponry. When the going gets tough, disappear inside the shop, pick up some extra weapons, and go out for another merry blast.
If you're a fan of horizontally-scrolling action games, you'll love this one.

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Commodore 64	Cass	£9.99	BF842CC
Commodore 128	Disk	£14.99	BF843CD
Spectrum 48	Cass	£9.99	BF844SC
Atari ST	Disk	£19.99	BF845ST
Amiga	Disk	£24.99	BF846AM

ET ONE FREE!



4

Cabal from Ocean

Go crazy in cartoonland with Cabal. A lone trooper, he's dropped behind enemy lines and must fight his way back home. Level after level must be cleared of buildings and bad guys with machine guns, grenades and bazookas. It looks like Operation Wolf for the under fives but plays like a vet.

Cabal		PRICE	CODE
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Commodore 64	Cass	£9.99	BF857CC
Commodore	Disk	£14.99	BF858CD
Spectrum 48K	Cass	£9.99	BF859SC
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YS 06/90

- SHOCKS

Yikes! We've run out of space and there's hardly any room left for Future Shocks! Boo-hoo! (Don't worry though – next month we'll be back up to full strength with pages and pages of spanking new games.) In the meantime though, feast your mince pies on these...





A couple of the static scene-setting screens from Infogrames up-'n'-coming *Hostages*. Hang about, shouldn't Lewis Collins be in there somewhere?

Hostages
Infogrames

Eek! It's a French game! And we all know what that means, don't we, Spec-chums? That's right – it's going to be incredibly, incredibly weird! Maybe not quite as weird as *Purple Saturn Day* or *Captain Blood* perhaps, but spooky enough all the same!

Hostages tells the tale of an SAS-type siege on an Embassy, but this time (being a French game) the Embassy isn't in London, it's in Paris, and it's the 'State Police Intervention Group' who are making the assault. Gameplay is a strange mixture of strategy and arcade, with the player controlling six gendarmes – three snipers he must position around the base of the building to provide covering fire, then a trio of assault troops which he must drop onto the roof by helicopter.



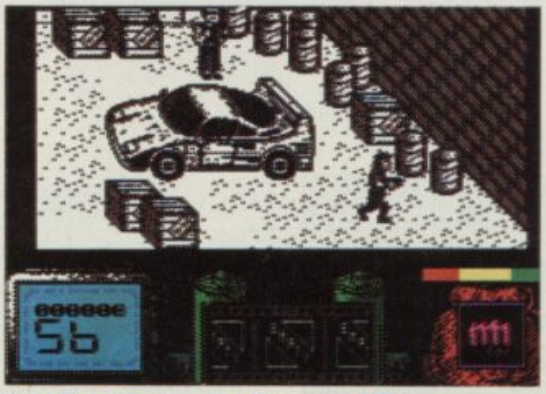
One of your men has entered the building and is about to liberate that potted plant. Note the floorplan in the top right corner, and the locations of your other men (Tango, Delta, Hotel etc are their code names) dotted about the building.

You control all the men at once, so you need to keep a firm grasp on where everyone is and what they should be doing at all times. (It wouldn't be much use having two of the snipers playing *Snifty Snakes* when they should be watching the building, would it?) Beyond this initial scenario what happens is really up to you, though the plan would seem to be to send your men abseiling down the side of the building and smashing in through the windows. (What they find then depends on which window they go in, we suppose.)

Yup, it all sounds like it could be pretty tense and exciting, doesn't it, Spec chums? Watch out for a complete *YS* review any issue now!

Vendetta
System 3

Missing its review in this issue by a mere matter of minutes, we've just got space to show you a quick glimpse of the Ferrari F40 you drive in this latest offering from System 3. Long term readers may remember our (slightly sarky) comments that the blooming thing looked more like a Capri with a boot spoiler when we showed you early screens of the game a few months ago – well, it's nice to be able to say they've fixed it (and we were wrong, hem hem). By the way, the game's an intriguing combination of the normal System 3 'walk about a bit, collect things, beat people up a bit' gameplay mixed in with a *Roadblasters/Overlander* driving shoot-'em-up. It'll be available by the time you read this, and we'll be reviewing it next ish. Can't say fairer than that, can we?



Less like a Capri – the Vendetta F40.

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With SM124 mono monitor: £598 INC VAT

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NORMAL RRP: £884.82

LESS DISCOUNT: -£385.82

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2Mb & 4Mb MEGA ST

The MEGA ST computers are styled as as lightweight keyboard with a separate CPU, connected by a coiled telephone style cable. There are two versions of the MEGA ST, one with 2Mbytes of RAM and the other with 4Mbytes. Each version has a 1Mbyte double sided disk drive built-in to the CPU unit. The MEGA ST's do not come with modulator built-in and must therefore be used with a monitor. With every MEGA ST purchased, we will add the 'Professional Pack' software (worth £384.83) detailed above, plus the Silica ST Starter Kit (worth over £200) both Free Of Charge. Return the coupon for further details.

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DTP PageStream £149 +VAT =£171.35

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WHY SILICA SHOP?

Before you decide when to buy your new Atari ST computer, we suggest you consider very carefully WHERE you buy it. There are MANY companies who can offer you a computer, a few peripherals and the top ten selling titles. There are FEWER companies who can offer a wide range of products for your computer and expert advice and help when you need it. There is ONLY ONE company who can provide the largest range of Atari ST related products in the UK, a full time Atari ST specialist technical helpline and in-depth after sales support, including free newsletters and brochures delivered to your door for as long as you require after you purchase your computer. That one company is Silica Shop. We have been established in the home computer field for ten years with an annual turnover in excess of £8 million and can now claim to meet our customers requirements with an accuracy and understanding which is second to none. But don't just take our word for it. Complete and return the coupon below for our latest literature and begin to experience the Silica Shop specialist Atari service.

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If you already own an Atari ST computer and would like to be registered on our mailing list as an ST user, let us know. We will be pleased to send you copies of our price lists and newsletters FREE OF CHARGE as they become available. Complete the coupon and return it to our Sidcup branch and begin experiencing a specialist ST service that is second to none.

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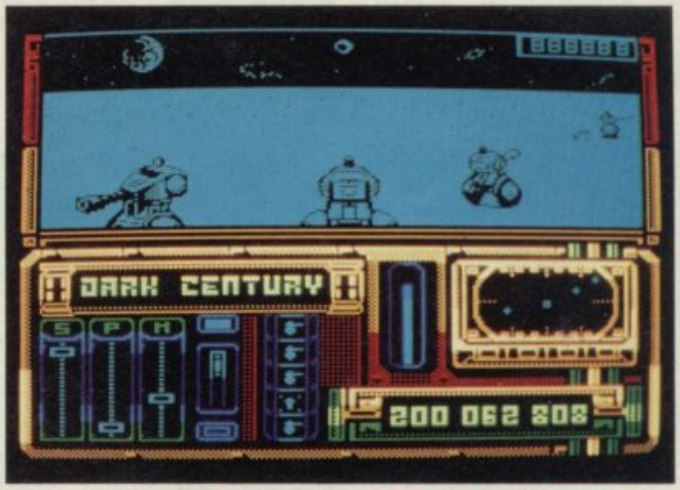
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Do you already own a computer
If so, which one do you own? ..... DTP ☐

Dark Century

Titus

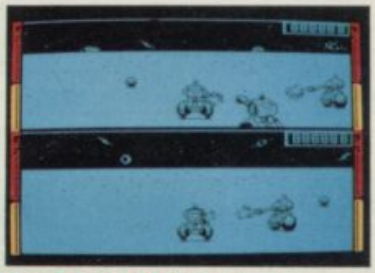
It's been a bit quiet on the Titus front recently, but now they're back (back! back!) with a brand new futuristic tank shoot-'em-up, featuring oodles of the little two-wheeled blighters (up to six controlled by each player) and an interesting option which allows you to program your vehicles! The scenario has oodles of dangerous criminals escaping from their space prisons in a squadron of tanks, while you play the pursuing wardens, though presumably in two-player mode you can both act as crims if you so wish. Gameplay can be similarly tailored – either straight shoot-'em-up with the various bits of heavy artillery blasting the beejabbers out of each other, or a more strategic thing, where the various programmable abilities of your machinery can be used to full effect. You can get one or more of your weapons to act in just about any bizarre way you see fit half way through the game! More details in the full review, which we'll hopefully be able to bring you next issue!



Set on a moon-like planetoid and jam-packed with little 'Transformer' tanks, *Dark Century* is as far removed from a serious tank game as you can get – or so you'd think. Actually, there's some strategy involved.



And here's the selection process. How many players, how many tanks per player, what sort of tanks? (All that sort of thing.)



Here we are in two-player mode, with the little tankettes shooting away at each other. Notice the two different viewpoints of the same action.

NEXT MONTH IN BRITAIN'S BEST SELLING SPECCY MAG!!

BLIMEY, MUM! LOOK WHAT I'VE CAUGHT!



It's the fabulous July issue of *Your Sinclair*, and it's packed with brilliant stuff, including...

❄ A free cover-mounted cassette, jam-packed with great games and up-to-the-minute demos!

❄ Oodles of fabulous previews of forthcoming Spectrum games, including two (or more!) singled out for in-depth Megapreview treatment!

❄ More (and better!) reviews of new full price and budget games than any other Spectrum mag!

❄ More pages than any other Speccy mag – just count 'em!

❄ All our regular features, from the hints-packed *Tipshop* to the best Adventures column in the biz. And not forgetting our regular SAM Coupé page either!

❄ Plus! A free cover-mounted booklet packed full of hints, tips and POKEs for all the latest and greatest Speccy games! And that's not all – wait until you see the special offer we've got tied in with it too! It's a blinder!

The finger-lickin'-good July issue of the world's finest Spectrum magazine will be on sale June 7th (if we get it finished on time that is). You'll feel pretty bloomin' stupid if you miss it!!

NINJA SPIRIT



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